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PSM

100% independent PlayStation Magazine

GAME OF THE YEAR

Who took home the gold?

PLAYSTATION 2000

We ask the top companies:

- Who's making PS2 games?
- What about Nintendo & Sega?
- Is PlayStation dying?

The answers may surprise you!

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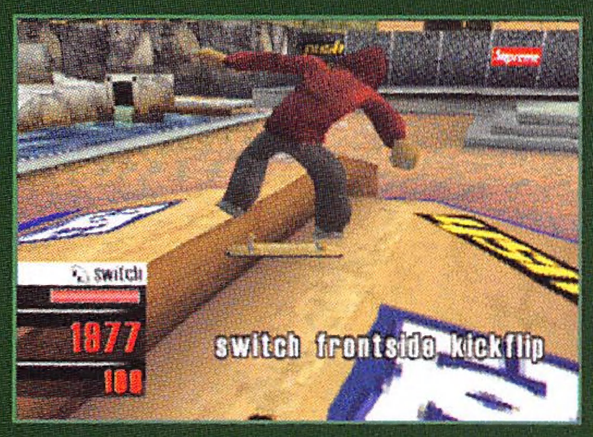

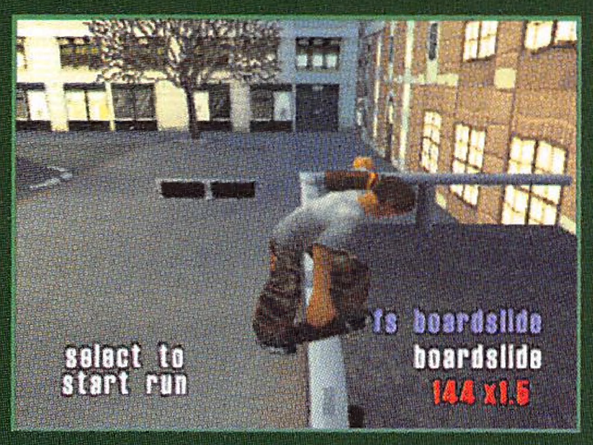

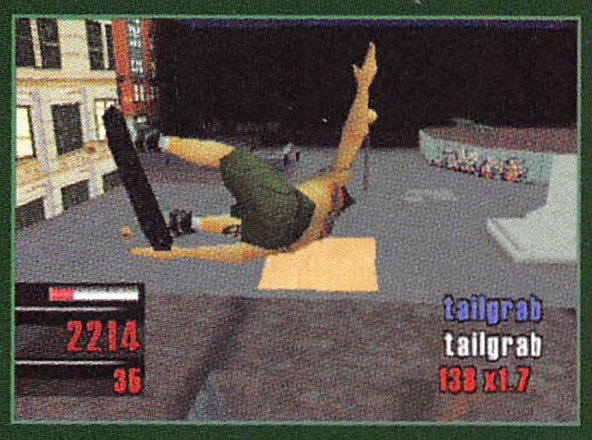

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PlayStation

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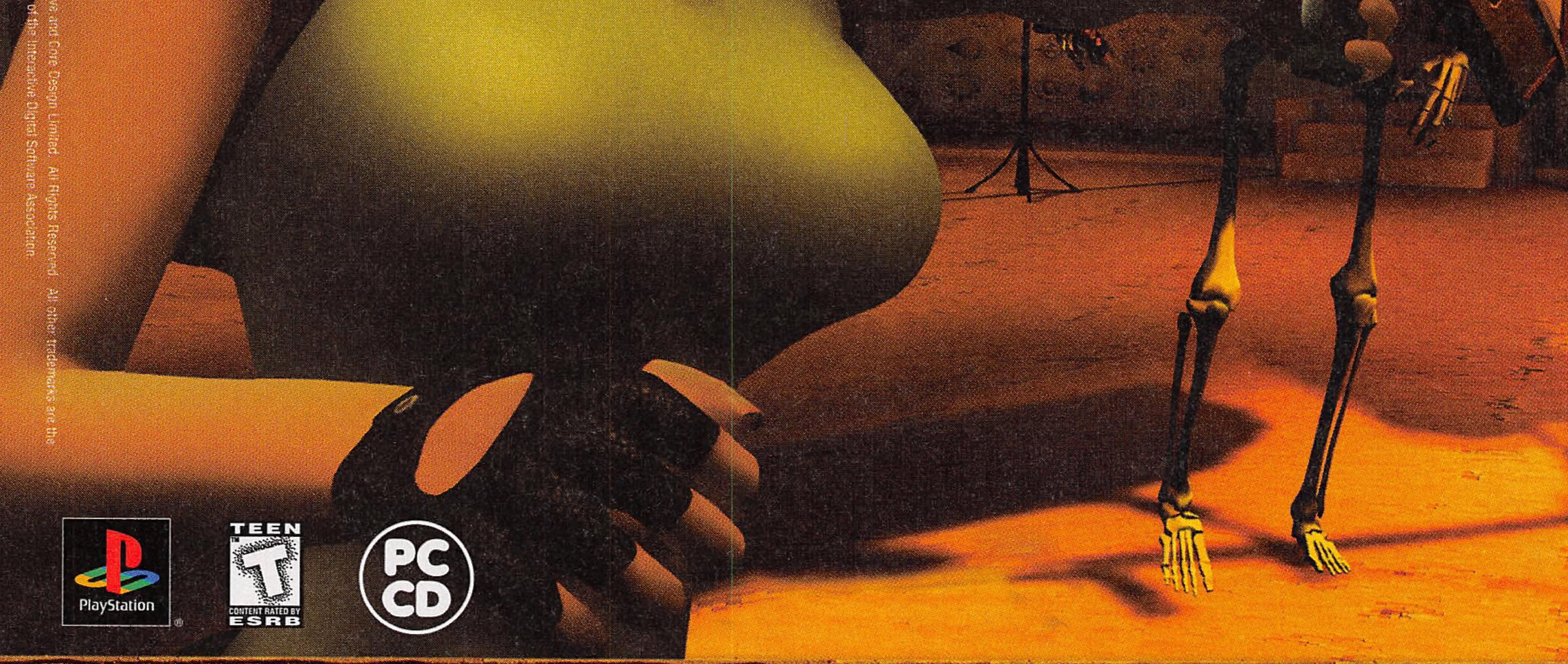
CORE

In ancient Egypt, it was common practice to have your internal organs removed and your brain pulled out through your nose.

Of course ancient Egyptians were lucky enough to be dead first.



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PlayStation

TEEN
CONTENT RATED BY ESRB

PC CD

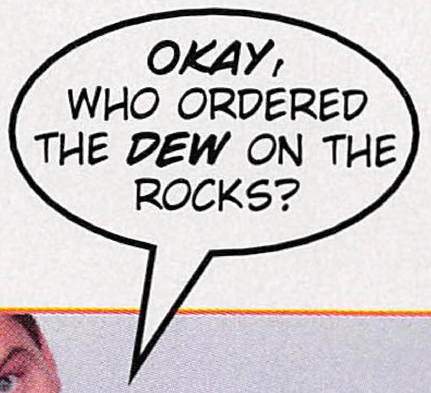
Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider.

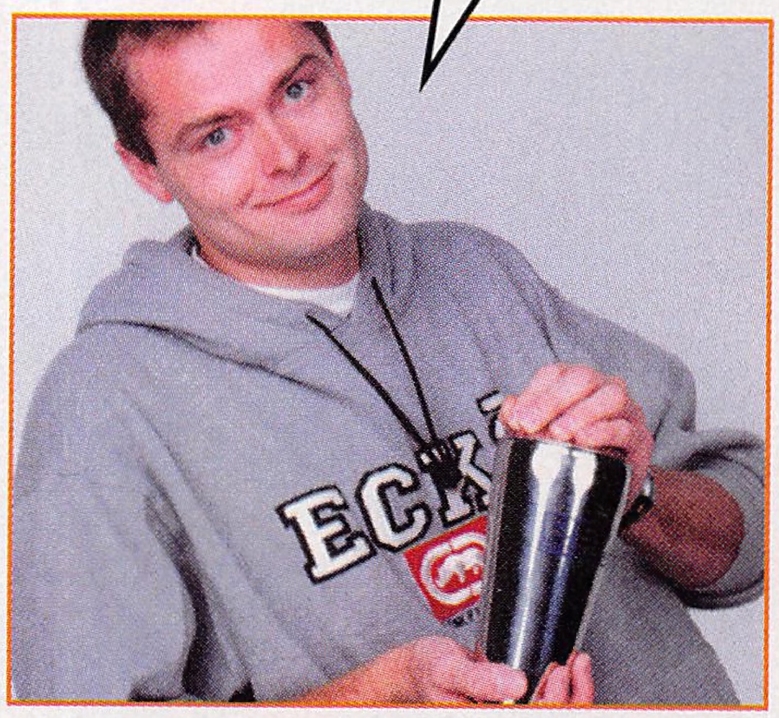
Let's just hope it's not Lara's last.

TOMB RAIDER THE LAST REVELATION

tombraider.com

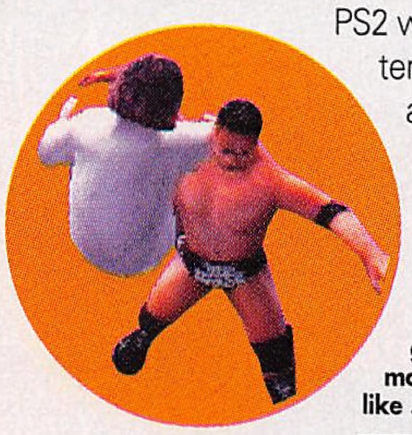
Tired of hearing about the new millennium? Me, too — let's get on with it!



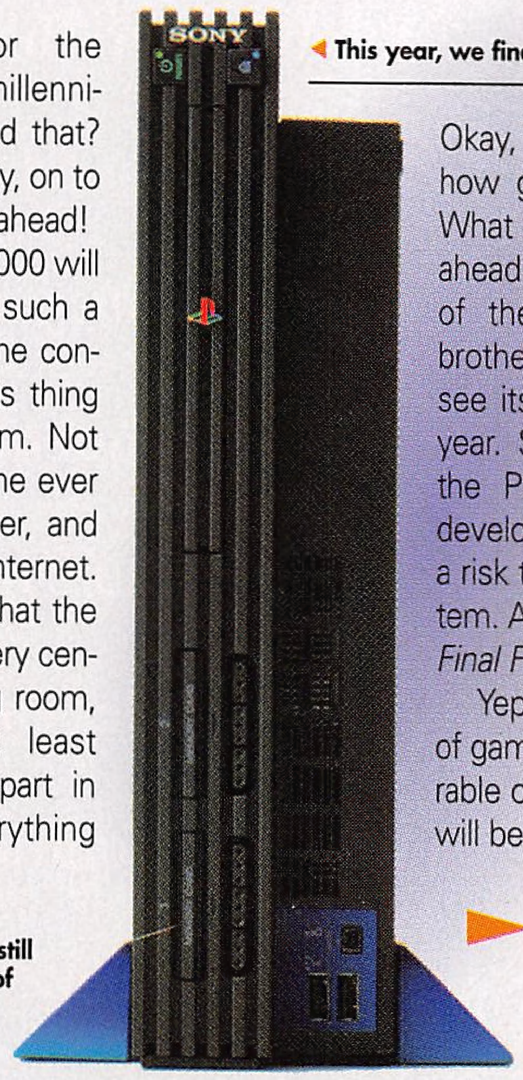


START Ready for the new millennium? Tired of being asked that? Well then, let's move past it already, on to the new era of gaming greatness that lies ahead!

It's a strange coincidence that the year 2000 will see the launch of PlayStation2, which is such a huge leap over the usual "next" videogame console. Whether it sounds cliche or not, this thing really is a machine for the next millennium. Not only is it the most powerful games machine ever seen, it's also a movie player, music player, and your gateway to playing and buying on the internet. In a couple years' time, it's very possible that the PS2 will be at the very center of your living room, and have at least some small part in most everything that you do.



The PS1 will still get its fair share of monster hit games, like *SmackDown*.



This year, we finally get our hands on the PlayStation2.

Okay, so by now everyone knows how great the PS2 is going to be. What else will be big in the year ahead? While the PS2 will steal most of the excitement from its older brother, the PlayStation1 should still see its share of kick-ass games this year. Sony ensured that by making the PS2 backwards-compatible, so developers wouldn't feel like it's such a risk to make games for the old system. And who won't still want to play *Final Fantasy IX* on the ol' PS1?

Yep, we're in for a really great year of gaming — one of the most memorable ones ever. And as always, PSM will be right here as it all unfolds!

Chris Slate,
Editor-In-Chief

"We're in for a really great year of gaming — one of the most memorable ones ever!"

Let's Get It On!
What I Want to See in Y2K

In this month's cover story, we ask the industry's head honchos what we'll see in the coming year. But if I had my way, here is some of what we'd see in the year 2000:

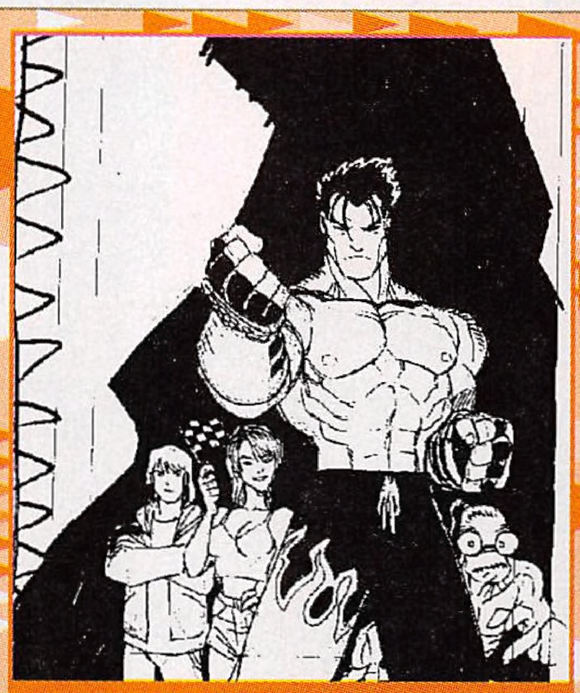
- **PlayStation2:** Oh yeah, it's finally on its way! I know *I'll* be in Japan on March 4th!
- **New Types of Games:** Pretty sequels will be fine for a while, but PS2 can do more.
- **Voice Recognition:** I can't wait to "tell" the shopowner which potion I want to buy.
- **DualShock2:** I hope developers come up with some cool uses for this great pad.
- **Genres Evolve:** I want to see new ideas pumped into old genres (especially RPGs).
- **Consoles Go Online:** We can still do so much more than PCs have in the past.
- **Finally,** I want to games to become more mainstream, but in a way that doesn't dilute the experience for the hardcore fans.

This Month's Cover

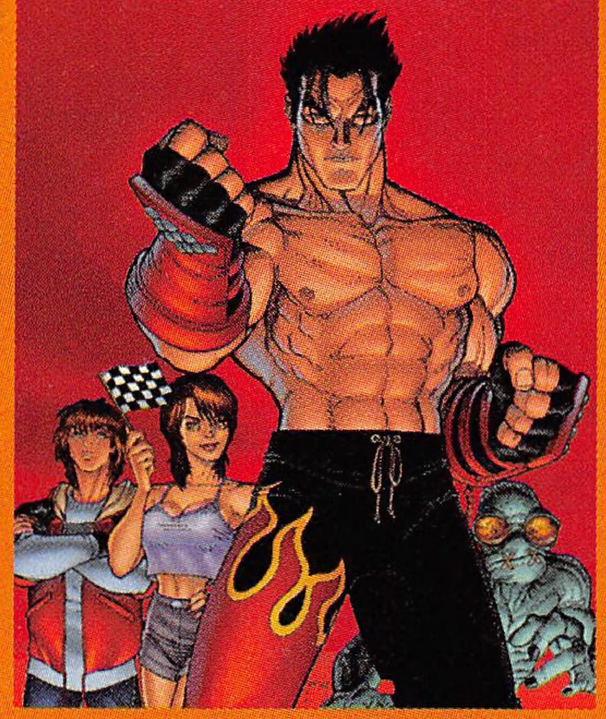
Every issue, we match exciting new games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork, to present our magazine at the highest possible level.

This month we were happy to work with an old favorite of ours, Arthur Adams. Art did the cover to our very first issue, and has illustrated the cover to every January issue we've had. He's done it all in comics, from *X-Men* to his own creation, *Monkeyman and O'Brien*. If you haven't checked that book out already, give it a shot!

One thing we wanted was to have Jin up front and commanding. Here he is flexing his muscles and ready to rumble. But not as authoratative as we'd like. Everyone else looks great though.



With sketch #2, we get authoratative! Jin leads the pack in excitng new games for the new millenium. Also in the running is Ai Fukumi from Ridge Racer, Abe, and the mysterious " Guy from Bouncer."



Colors are added by Avalon Studios and the result is yet another classic PSM cover. How do we do it? First we start by getting the best in the business. That and just plain hard work. All for you, PSM Fan!

PSM
100% independent PlayStation Magazine

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Our goal is to feed your passion with the greatest magazines, Web sites, and CD-ROMs imaginable.

We love to innovate, we love to have fun, and we have a cast-iron rule always to deliver spectacular editorial value. That means doing whatever it takes to give you the information you need. With any luck, we'll even make you smile sometimes... Thanks for joining us.

MEET THE PSM TEAM:

CHRIS SLATE
Editor-In-Chief

Likes: All types of games
Hobbies: Comics, hoops, J-Pop
This Year's Resolution:
I promise to wear a purple cape to work every day. I also swear that Bill will never write this section for me again... ever!

STEPHEN FROST
Reviews/Previews Editor

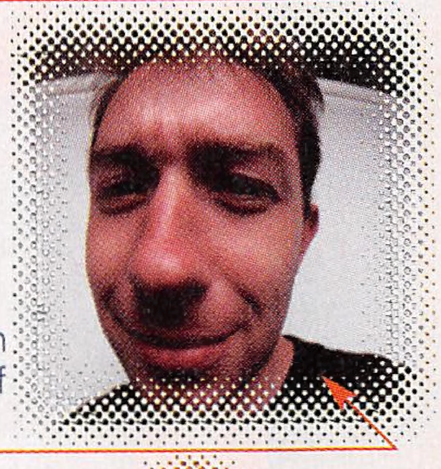
Likes: Fighting, RPG, PS2
Hobbies: Christmas Jones
This Year's Resolution:
I've dropped Jeri Ryan (7 of 9) in favor of pursuing a woman I could actually have a chance with... like Denise Richards.

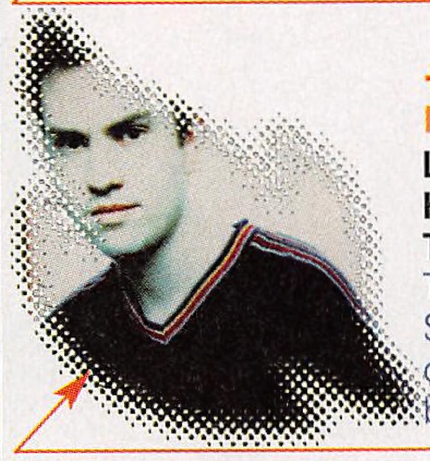
NOAH MASSEY
Strategy Editor

Likes: Racing, Simulations
Hobbies: DJ-ing, Disrobing
This Year's Resolution:
I promise to discover every new code released this year, including the one that makes Fantastic Four a fun game.

MAX EVERINGHAM
Japan Editor

Likes: Action, Racing.
Hobbies: Inverse potholing.
This Year's Resolution:
To stop comparing life in Japan with life in the U.S. and to put an end to Randy's gratuitious use of WWF references.



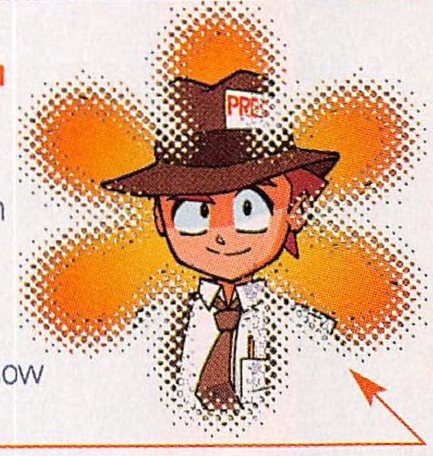


RANDY NELSON
News Editor

Likes: Shooters, Racing, Platform
Hobbies: Sci-Fi, Pro Wrestling
This Year's Resolution:
To win PSM's Clean Desk Award. Since my desk uses Borg technology, no one's going to be able to beat me. Hey, quit laughing, guys!.

BANZAI CHIBI-CHAN
Two Dimensional Editor

Likes: Every kind of game!
Hobbies: What else is there in life besides videogames?
This Year's Resolution:
To get a bigger apartment in Akihabara, or at least get to know someone who has one.



BILL DONOHUE
Managing Editor

What he does:
Ensures that English will be the official second language of the PSM staff.
This Year's Resolution:
I promise to give away all my stuff to the Y2K looters when they show up. I'll start with my bullet collection.
Bill's Quote of the Month:
"At one time, I swore I hated Spam, but now that I'm having it cold on Saltines every day, I kinda like it!"

EUGENE WANG
Art Director

What he does:
Directs art. Directs Art (Adams.) Wrecks art.
This Year's Resolution:
To be early or on time with all of my projects and to smile more, be courteous and thoughtful... Nah, everyone's gonna say that. I'm wanna RAWK!!!
Eug's Quote of the Month:
"I need it two days ago!!!"

GARY LIEW
Graphic Designer

What he does:
Makes PSM's pages look really good. Drives like a madman in his rush to get home.
This Year's Resolution:
I promise to keep both eyes open at the same time and on the road this year.
Gary's Quote of the Month:
"No, officer, you were not visible to me. My other eye was open at the time. May I have the can back now?"

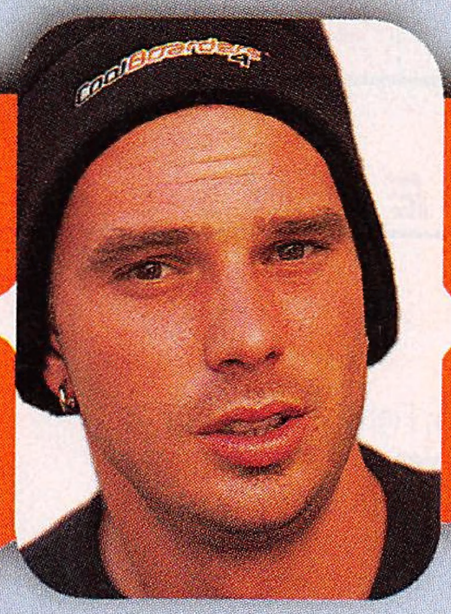
PSM IS 100% INDEPENDENT

So, which magazine is best for you, **Official** or **Unofficial?** That's easy. You want **independent, unbiased** coverage, and you want to know that what you're reading is nothing but the **truth.** You can only get this with an **UN-official** magazine. An official book has to answer its **Corporate Sponsor.** And whose best interests do you think **they're** looking out for?

PSM is created by **us** and no one else. **Nobody** has to approve our pages before they're printed and nobody, not **anybody,** can make us say what we don't believe to be true. We write about what we want to and put what we want on our cover.

This is the kind of **honest, straightforward** coverage that you can **only** get with an **unofficial** magazine. We understand that our **readers** come first, and we would never, **EVER** betray your trust.

This is our **promise** to you, the hard-core PlayStation gamer, who deserves **nothing** less.



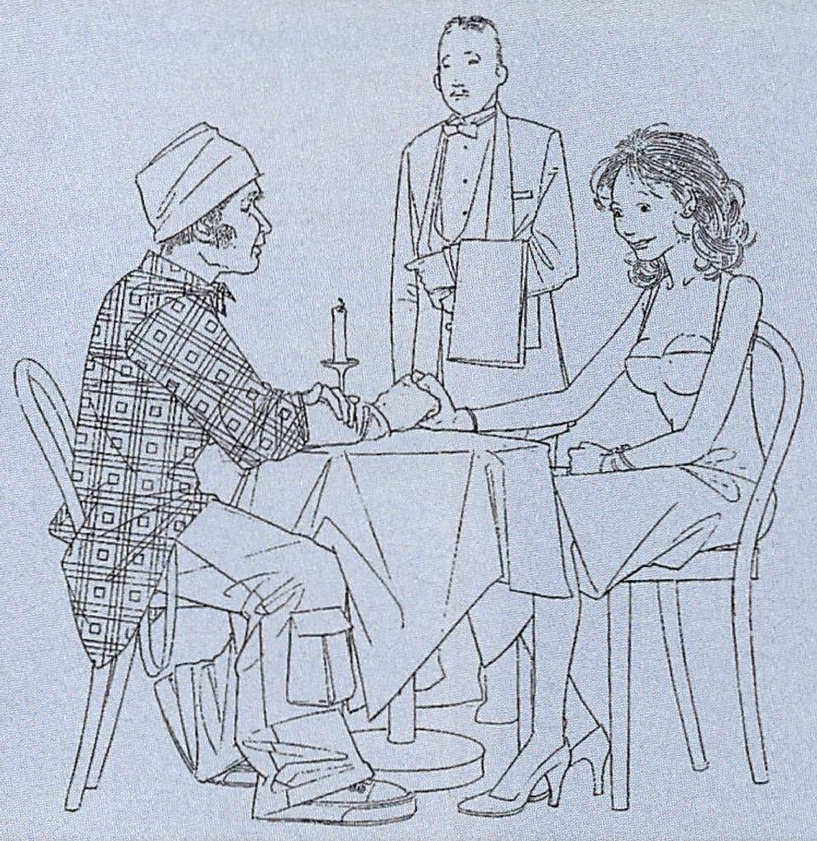
SNOWBOARDING ETIQUETTE
with Steve
SPONSORED BY COOL BOARDERS® 4

YOUR GUESTS SHOULD STAY IN COMFORT.
NO MORE THAN 8 TO A ROOM.

Experts say that 10 or 12 guests in a room is acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.

Away from home, be a good ambassador of your fine culture by dressing appropriately. Flannel will accentuate your individuality every time. It also displays style, confidence and, of course, your unwavering opposition to The Man.

YOU CAN'T GO WRONG
WITH FLANNEL.
IT'S SMART FOR ANY OCCASION.



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SIMPLE PHRASES TO GET POSERS OFF THE MOUNTAIN.

"I think I hear the alarm on your S.U.V."

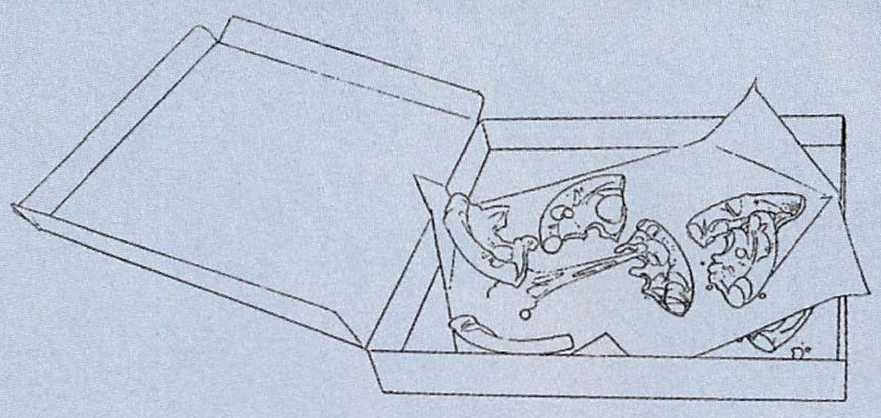
"Hey, there's a ton of brie in the base lodge."

"Did you know this mountain's out of cell phone range?"

DON'T LITTER THE MOUNTAIN *with* UNNECESSARY TISSUES.

First used by Peruvian shepherds, the Snot Rocket didn't hit the American highlands until the '70s. It's a great way to keep the mountain trash-free while showing your contempt for society. As a bonus, it provides a tasty snack for chipmunks and marmots.

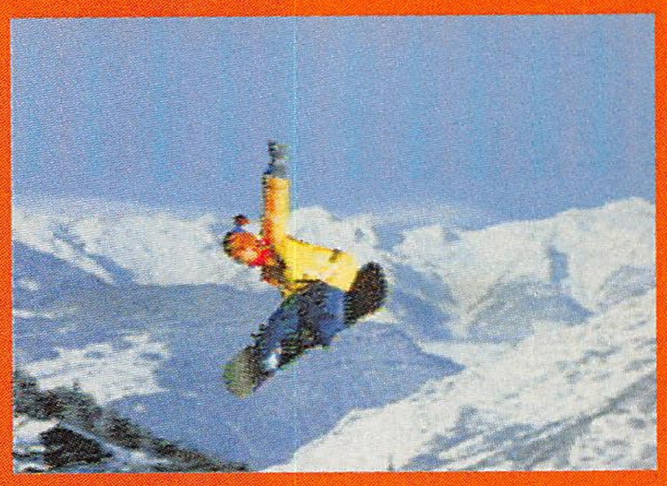
DISCARDED PIZZA CRUSTS ARE GREAT FOR EARLY MORNING CARBS.



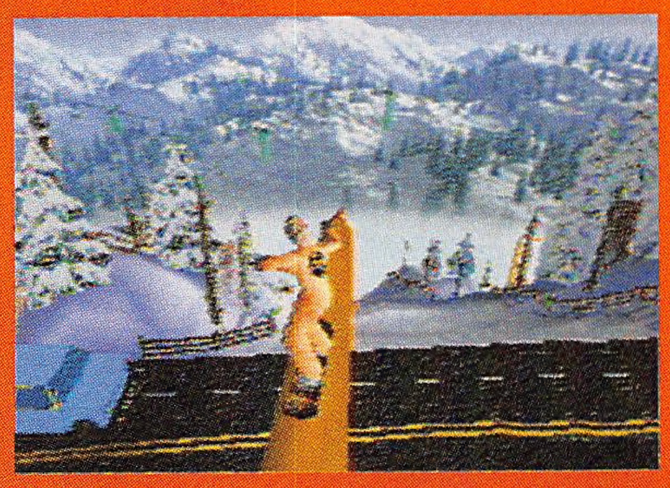
Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grabs and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.

989 STUDIOS

As you jump through a boxcar, don't stare at the hobos. They're people too.



Remember, the skies are for everyone. Except pigeons. They're filthy creatures.



When crossing a road, share a good moon with a family. Preferably one in a mini-van.

In the heat of competition, show no etiquette. Losers never get the honeys.

www.989studios.com

EXPLORE THE FREAK WITHIN

PSM

100% independent PlayStation Magazine

ISSUE NUMBER 29
January 2000

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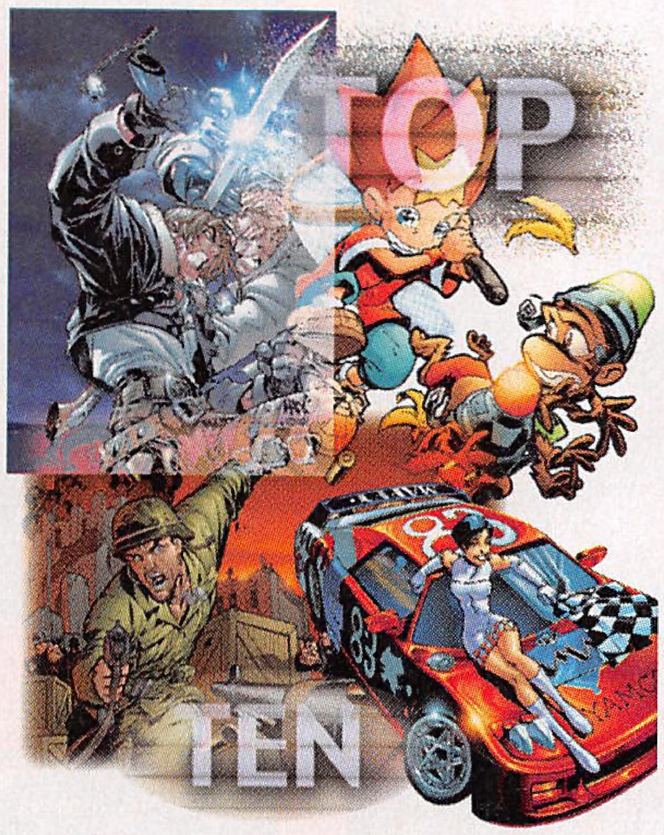
PSM Top 10

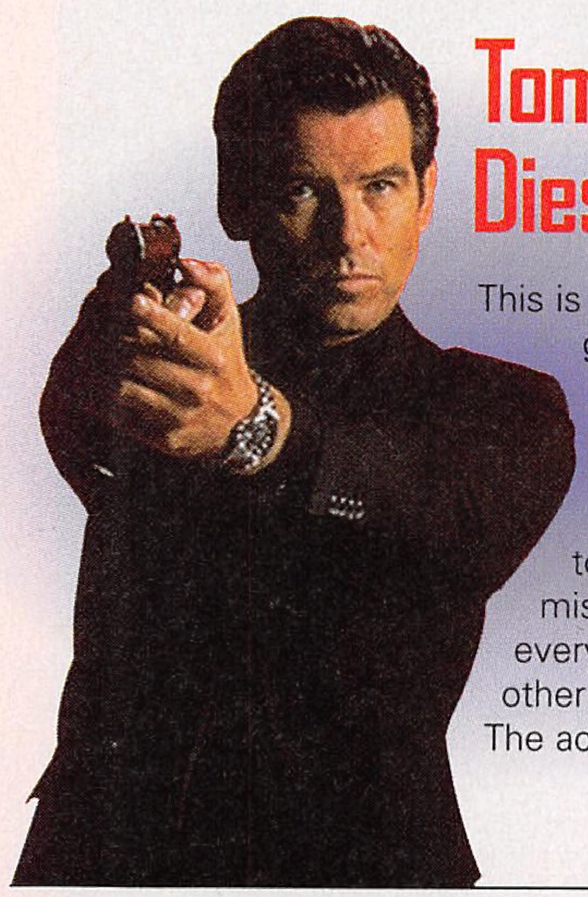
pg. 101



This is our third annual PSM Ten awards spectacular! If you were with us this time last year, then you know the deal: we select what we feel to be the ten best games of the year, and those are our PSM Ten. That's it; no funky categories, just the ten best PlayStation games, period. Our list awaits on page 101.

Tomorrow Never Dies

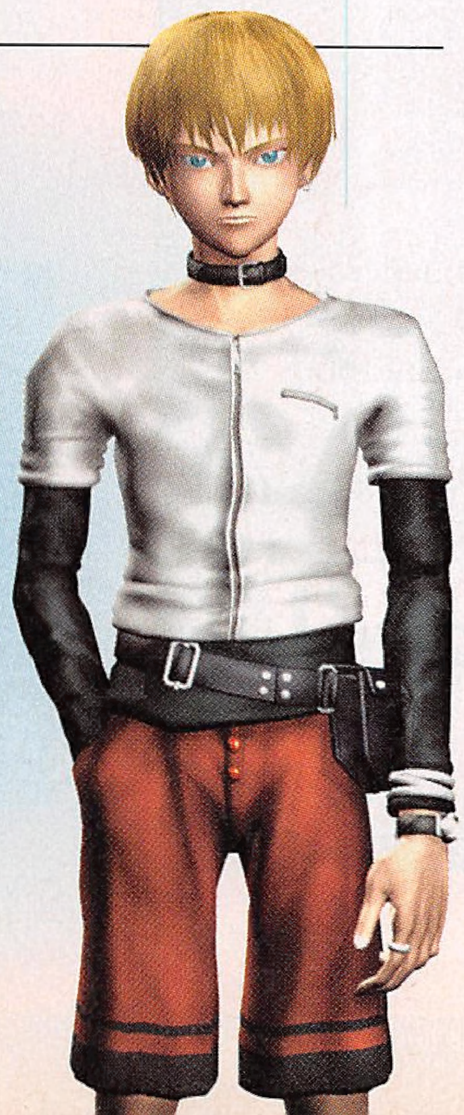
pg. 111



This is not exactly the longest game you will ever play, but it does have some tough spots. No worries, though; you've got PSM on your side. We've put together top secret maps for every mission with the locations of every bit of ammo, health and other power-ups clearly noted. The action starts on page 111.

Galerians

pg. 76



Ever wondered what it'd be like to try and survive in a game as dangerous as *Resident Evil* without the benefit of weapons like the shotgun and flame thrower? Wonder no more, because ASCII puts you in exactly that scenario with its impressive-looking, 3D action adventure, *Galerians*. You can start using your head on page 76.

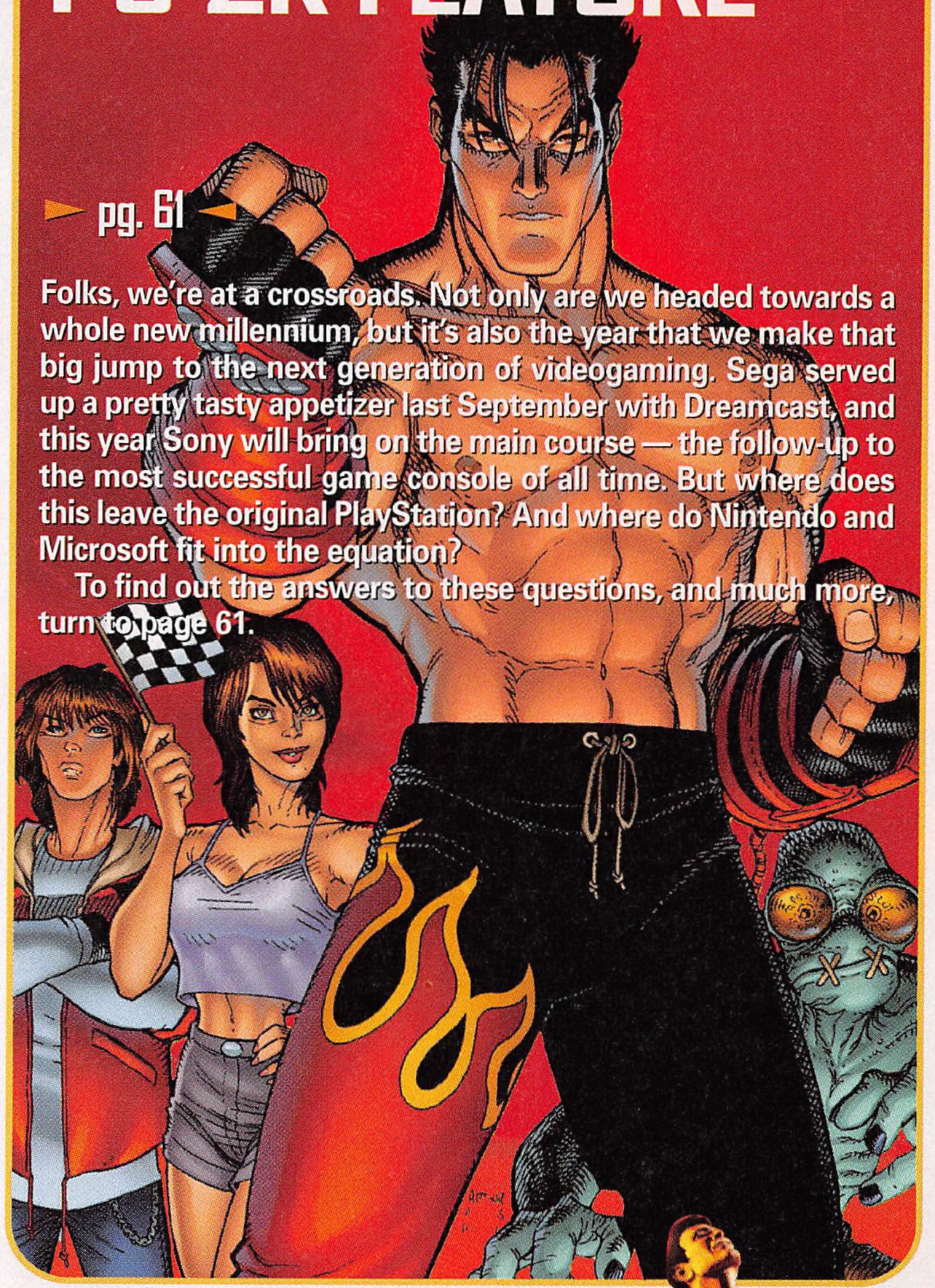
COVER STORY

PS 2K FEATURE

pg. 61

Folks, we're at a crossroads. Not only are we headed towards a whole new millennium, but it's also the year that we make that big jump to the next generation of videogaming. Sega served up a pretty tasty appetizer last September with Dreamcast, and this year Sony will bring on the main course — the follow-up to the most successful game console of all time. But where does this leave the original PlayStation? And where do Nintendo and Microsoft fit into the equation?

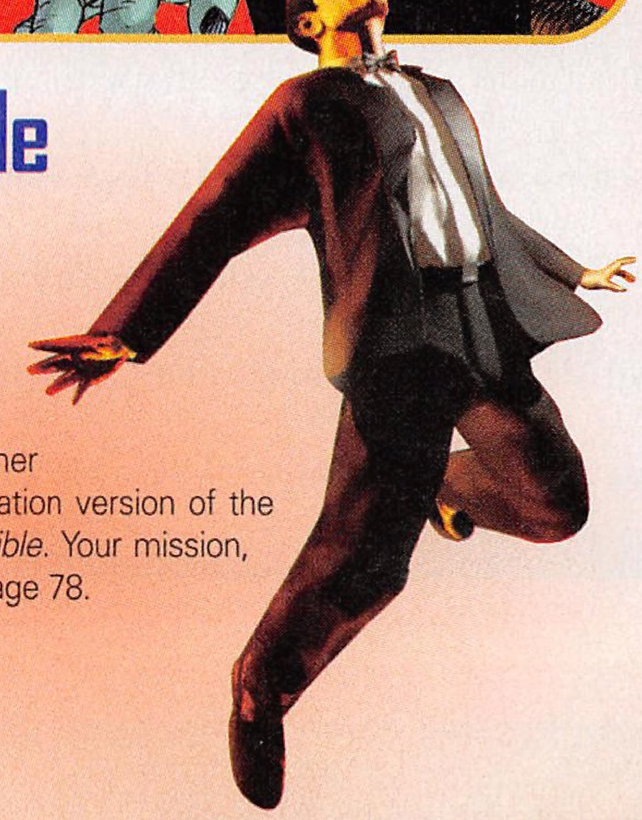
To find out the answers to these questions, and much more, turn to page 61.



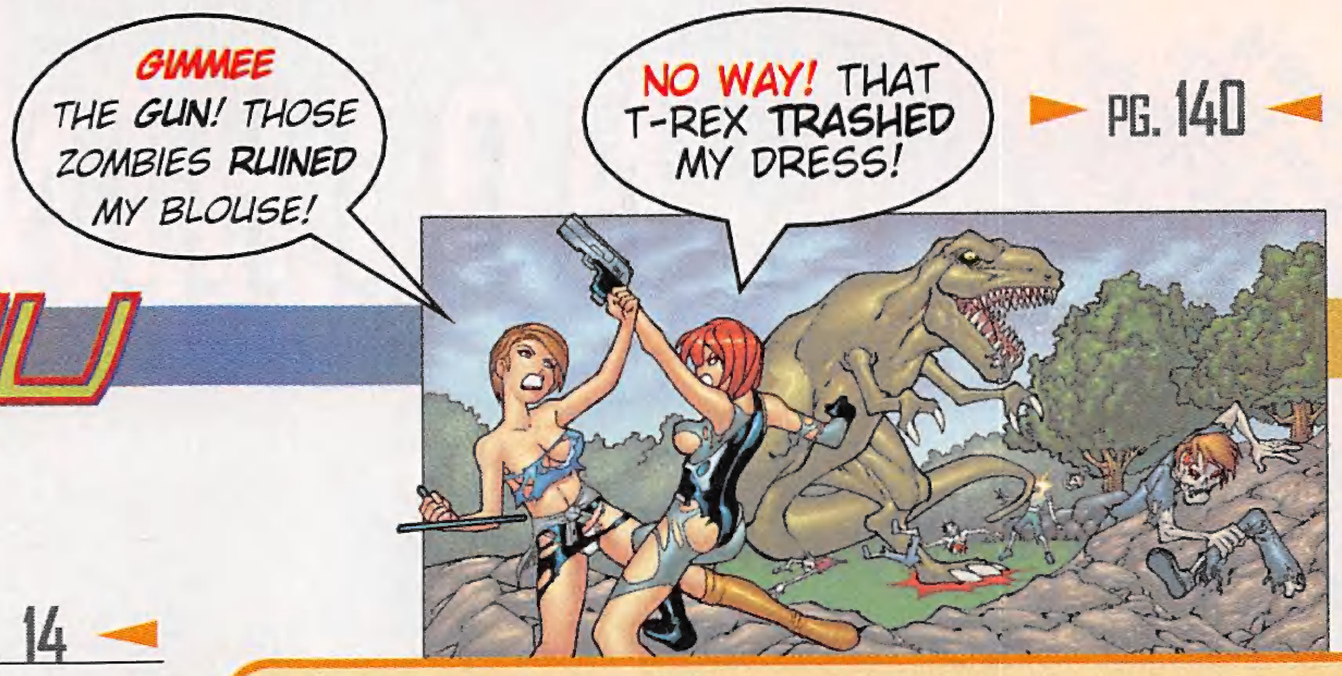
Mission Impossible

pg. 78

If you were wowed by the stealthy aspects of *Metal Gear Solid* and couldn't get enough of the undercover missions of *Syphon Filter,* stand by to receive another dose of espionage action with the PlayStation version of the classic spy extravaganza, *Mission Impossible*. Your mission, should you decide to accept it, starts on page 78.



MAIN MENU



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Otaku Station

pg. 146

Welcome to Otaku Station, the official PSM gift shop—the only place on earth to buy cool official PSM shirts, hats, and other special collectibles. Aiko and Uchu-Kun are waiting for you. Check it out!

Fear Effect

pg. 86

Fear Effect imparts a real sense of being immersed in an interactive movie. At some points, the action is very graphic, even disturbing, in nature and isn't for the faint hearted. We obviously don't want to ruin anything for you this early on, but let's just say that your team may not emerge from their adventures totally unscathed. The mayhem commences on page 86.

coming soon to the PlayStation® game console.

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TEEN T CONTENT RATED BY ESRB

NINTENDO 64

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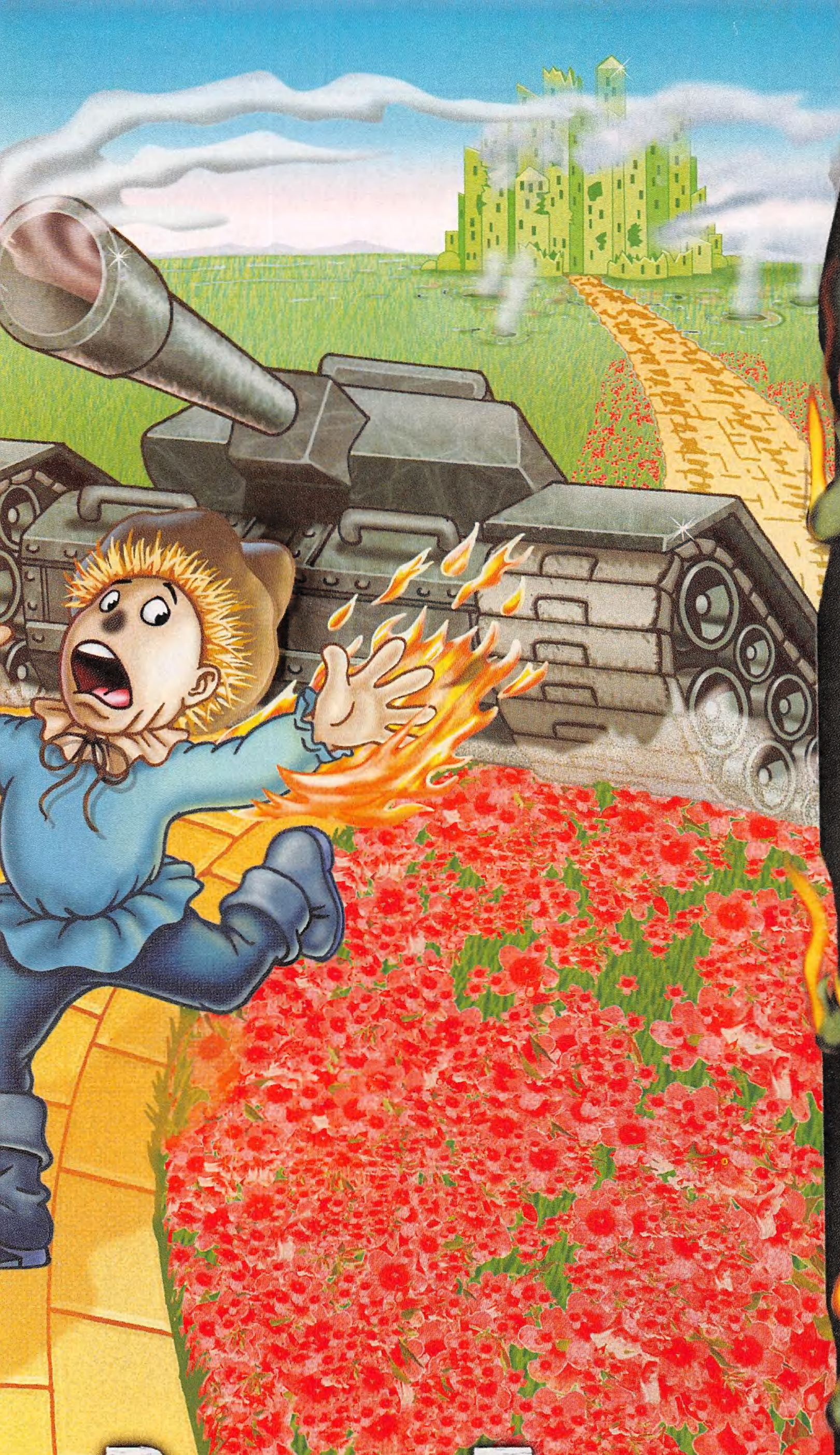
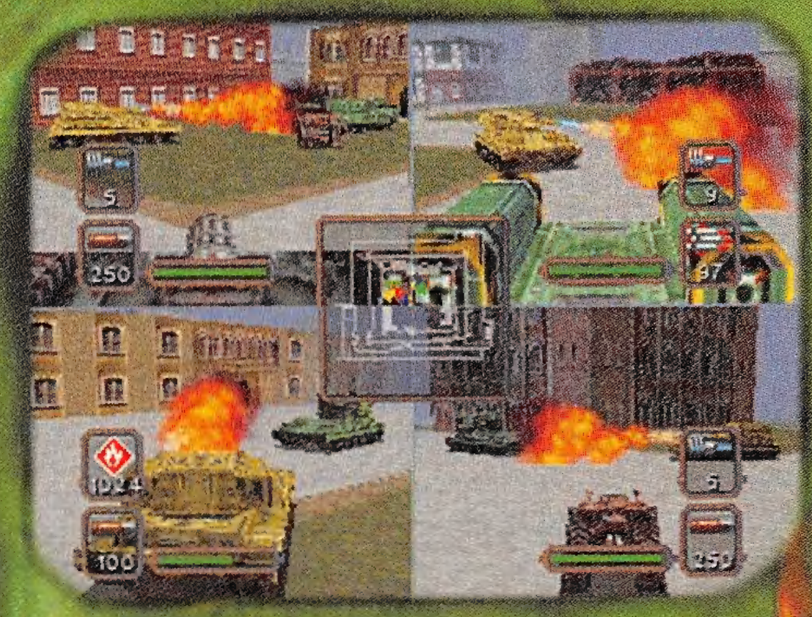
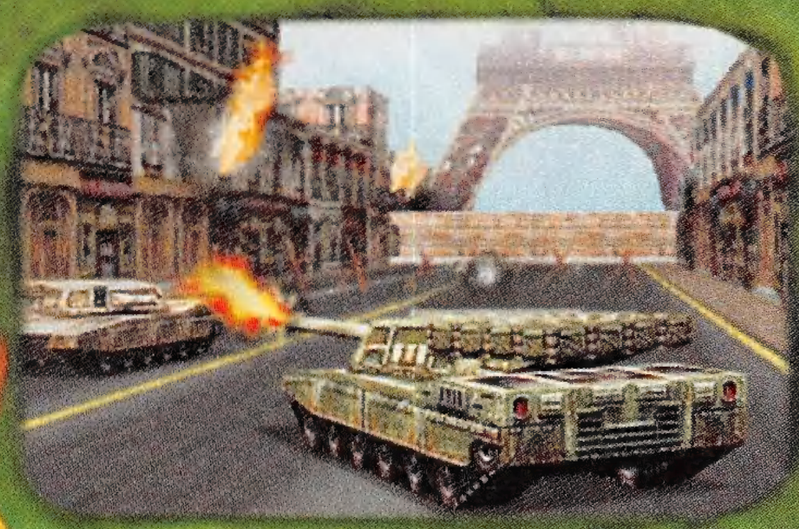


More insane weapons
and modes of destruction



Four Player
head-to-head action



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These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

Evil Dead: The Game!

Ash returns to kick some undead butt — with your help!

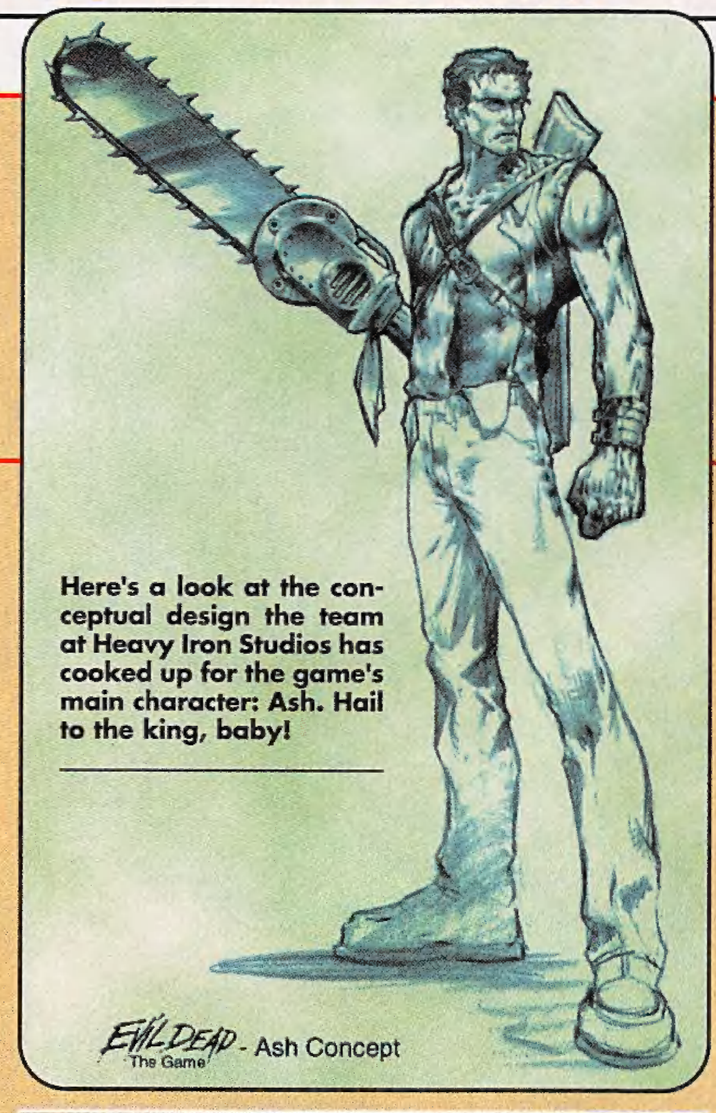
Directed by Sam Raimi, the *Evil Dead* movies are some of the goriest — and zaniest — ever to hit the silver screen. Their finely-tuned blend of action and horror has had fans hankering for a videogame version of leading man Ash's adventures for years now, so it comes as little surprise that THQ is planning just that.

Developed by Heavy Iron Studios, which includes team members responsible for Square's *Parasite Eve*, *Evil Dead: Ashes 2 Ashes* will feature polygonal characters, animated rendered environments, and action/adventure gameplay that will no doubt be familiar to fans of *Resident Evil* and its kin.

Centered around the continuing adventures of the gruff, chain-saw armed Ash, THQ promises that the game will include familiar locations (the cabin in the woods) and plot elements (the Necronomicon) from the first two movies, intermixed with all-new characters and scenarios.

Perhaps the coolest news yet, however, its that Bruce Campbell, star of the films, will lend his voice acting talents to the game. Groovy!

Evil Dead: Ashes 2 Ashes is slated for release next fall, and THQ has the rights to produce games based on the films for the next five years. *Evil Dead* for PlayStation2? We think you can smell what THQ is cooking...



Here's a look at the conceptual design the team at Heavy Iron Studios has cooked up for the game's main character: Ash. Hail to the king, baby!

EVIL DEAD The Game - Ash Concept

▶ Ash, from *The Evil Dead* films, is making his move to the videogame world.

▼ Some of the backgrounds have an eerie, 1930's horror movie look to them.

▲ In a scene taken almost directly from *Evil Dead 2*, Ash watches in horror as an evil force destroys the only bridge out of the haunted forest.

▲ *Evil Dead: Ashes 2 Ashes* will combine polygonal characters and fully animated, rendered backgrounds similar to those in Eidos' upcoming *Fear Effect*.

PERIPHERAL REVIEWS

AIRPLAY WIRELESS CONTROLLER

COMPANY: XI Intellectual Capital Inc.
RELEASE DATE: Available Now
PRICE: $39.99

Normally wireless controllers work like a TV remote, using an infrared signal which can easily be blocked, but the Airplay uses a radio signal which actually works through walls. This is the wave of the future, but this is unfortunately not the controller that will start the revolution. The radio signal has a 30 foot (10m) radius and the controller has a programmable function which can assign auto-repeat to any key. The problem is that the Airplay is a digital controller, with no analog or vibration features, although XI Intellectual Capital Inc. assures us one is on the way. The shoulder buttons are a little unorthodox, but actually work well after some play. The D-pad and action buttons are just far too stiff to make this controller highly recommendable. We can't wait to see the analog version.

RATING: ★★ 1/2

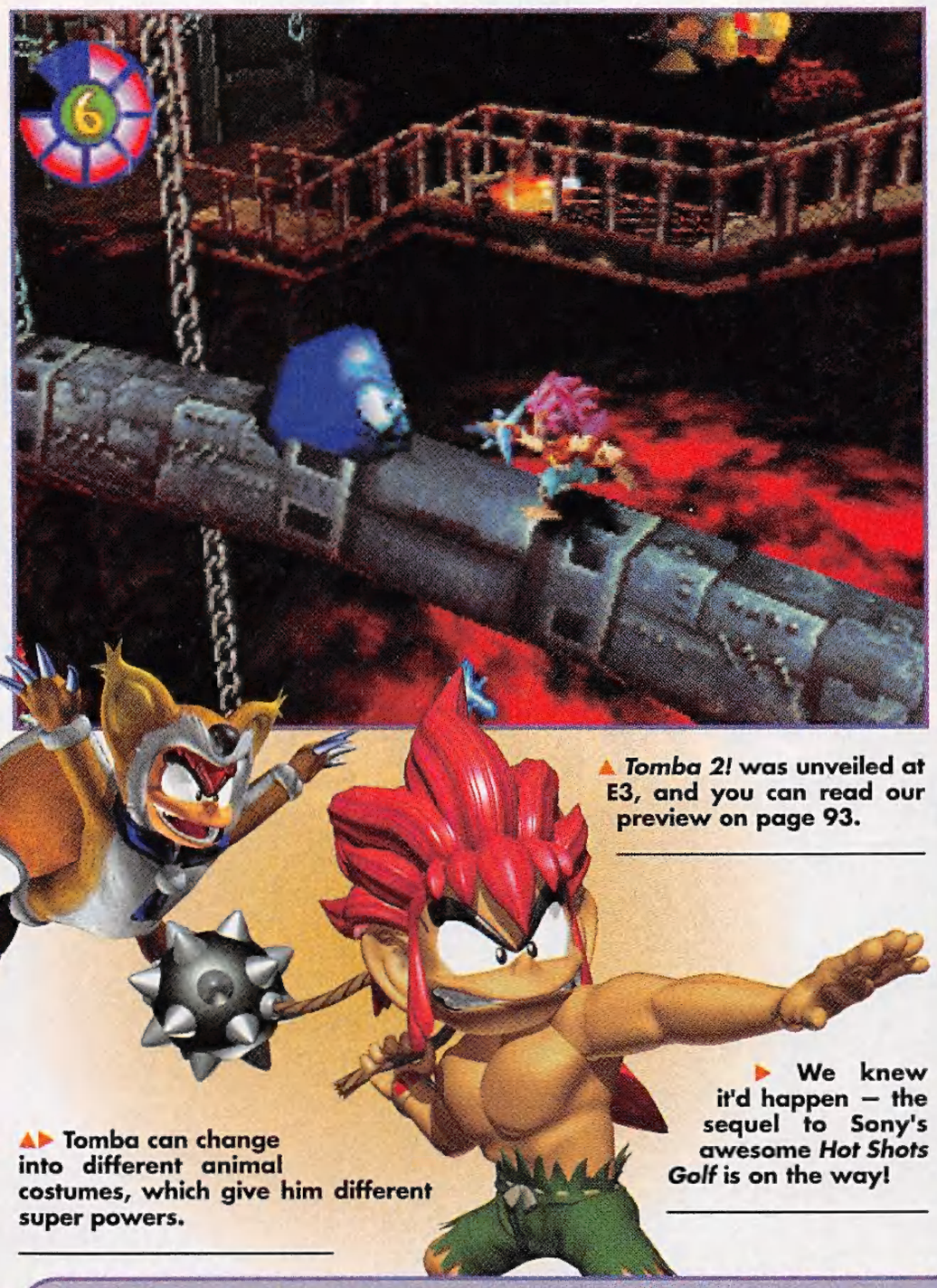
Sony's Millennium Surprises

SCEA announces its first three games of Y2K

It looks like we won't have to worry about losing electricity when Y2K rolls around next month, but what about new games to occupy those chilly winter nights? Sony has it covered. Just before we went to press, SCEA announced its first three games of next year, including one big surprise — a U.S. release of the mega-popular European racer *Colin McRae Rally.*

First out of the gate on January 18 will be *Tomba! 2,* which is previewed in full on page 93 of this issue. *Colin McRae Rally* will arrive one month later on February 15. Wrapping up the winter months, *Hot Shots Golf 2* is slated to tee off on March 7.

▲ ***Colin McRae Rally*** **was a smash-hit in Europe, and now it's finally coming stateside in February.**



▲ ***Tomba 2!*** **was unveiled at E3, and you can read our preview on page 93.**

▲► **Tomba can change into different animal costumes, which give him different super powers.**

► **We knew it'd happen — the sequel to Sony's awesome *Hot Shots Golf* is on the way!**

NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► 3DO is expanding its console support even further with the news that the former N64 only title, *Battle Tanx: Global Assault,* will be treading its way onto the PlayStation. Little is known at the time, but it seems that the PS version will feature several new modes and enhancements.

► In another major step for the company, Sony has partnered with Sun Microsystems in an attempt to create technologies that would enable future Sony products, such as the PlayStation2 to access the internet at extremely high speeds. This team-up sounds extremely promising and should help to make massively multiplayer console-based online gaming a reality.

► The rumors have now been confirmed as Acclaim has officially announced that it's acquired the game rights to *Extreme Championship Wrestling (ECW).* The company isn't revealing much at this time but it looks like its first ECW title will be released sometime late next year and that it will use an enhanced version of the *WWF Attitude* engine.

► Much to the disappointment of RPG fans everywhere, Square's *Millennium Event* has been delayed until January 2000. The event, which was originally scheduled for November of last year, is being held so that Square can talk about its future plans and what PS and PS2 titles it's currently developing. One of the titles to be revealed is *Final Fantasy IX.*

► Even before the release of its two comic book-based titles, *Spider-Man* and *X-Men,* Activision has hinted that several other popular Marvel superheroes may be fighting their way onto the PlayStation. Apparently another *X-Men* game is already in the planning stages.

► In an effort to provide even more in-depth PlayStation coverage, not to mention a really high, squeaky voice, PSM has assimilated former freelancer Randy Nelson into the collective.

SCEI Sells PlayStation2 Online

Get those credit cards ready!

Sony Computer Entertainment has announced plans to sell PlayStation2 via a special Japanese website upon the system's March 4, 2000 release. No word yet if there'll be any specific perks to buying the machine through Sony's e-commerce site, other than avoiding the massive lines that'll wind their way through Tokyo's Akihabara district on that monumental date early next year. If successful, SCEA will undoubtedly offer a similar service for U.S. web surfers next fall.

DOUBLE SHOCK, TILT DOUBLE SHOCK

COMPANY: Saitek
RELEASE DATE: Available Now
PRICE: $34.99-59.99

The Double Shock and Tilt Double Shock from Saitek have some unique attributes that really set them apart from other controllers. First you can lock the analog sticks so that they can only move in one direction which is great for some driving games. There is also a cool little analog knob between the sticks that can perform functions like gas and brake. The more expensive Tilt Double Shock shares all the same features as the normal pad, but is missing the right stick which is a disappointment, but its tilt function is one of the best we've used. Tilt the controller left and right or up and down to control the action on screen. Our only complaint is that the buttons are too small and we've never been a fan of disk shaped D-pads, but overall it's one of the best controllers we've used.

RATING: ★★★★

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RUMORS

You want more than the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Look no further, because PSM always has its ear to the wall...

Illustrations: Ryan Kinnaird

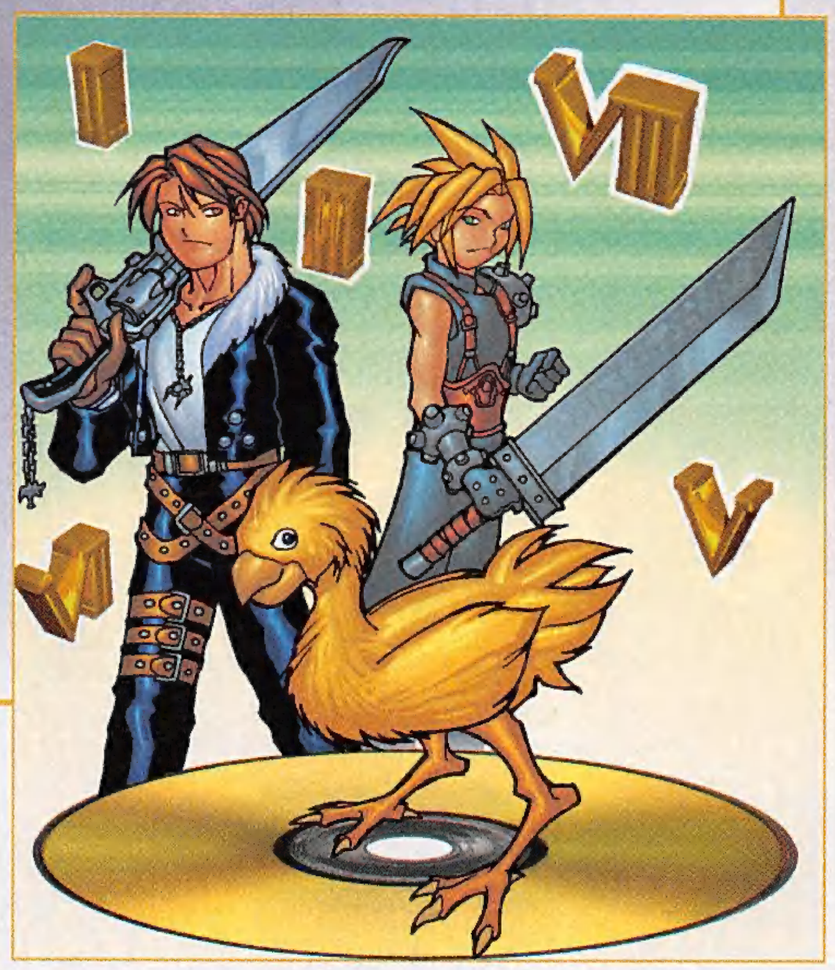
Square's Ultimate Fantasy

Final Fantasy. Those two words are bound to come up in any conversation about PlayStation2. But when it comes to the latest rumor mill rumblings surrounding Square's landmark RPG series, they're not followed by the number nine.

In fact, the latest rumor concerning *Final Fantasy* on PS2 may take many fans by surprise — but bring a smile to their faces nonetheless. You see, whispers out of Japan suggest that Square is on the verge of announcing a new *Final Fantasy* compilation, this time for PS2, that will include every game in the series published to date. That's right, everything from the original NES Final Fantasy to *Final Fantasy VIII* for PlayStation.

According to the rumor, this new collection is one of five yet-unannounced PS2 games that will be unveiled at the Square Millennium event in Japan next month, and may span as many as two DVD-Rom discs. Why so much space? Because the set will reportedly feature pristine, DVD-quality FMV for each game, not to mention a load of artwork, music, and other extras.

Rumor has it that the collection will be ready for release by the end of 2000 and will mark a sort of 'milestone' for the series before it heads into new territory in *FFIX*.



▶ Square fans the world over just might get their ultimate wish on PS2—a complete collection of *FF* games, music, and artwork on DVD-ROM.

Enix Eyes U.S. Releases

Prominent Japanese developer Enix officially opened its U.S. offices this month, and while the company has yet to announce its plans for the new branch, speculation as to what they might be has already begun in earnest.

It is expected that one of its first duties will be to translate and release the North American version of its hugely anticipated RPG *Dragon Quest VII* sometime in the new year. After that, chances are good that we can expect *Bust-A-Groove 2* and two of the company's PlayStation2 games — *Star Ocean 3* and *Bust-A-Groove 3* — to follow. You can expect to find the latest dirt on Enix's plans for the U.S. in upcoming issues.

◀ Japanese gamers are going ga-ga over the latest *Dragon Quest*, and chances are now better than ever for it coming stateside next year.

Namco Goes PlayStation Only

If you're a fan of Namco's games, it looks like PlayStation will continue to be the #1 place to find them — if not the only place. A new rumor out of Japan indicates that the developer best known for *Tekken* and *Ridge Racer* intends to focus all of its efforts on PlayStation and PlayStation2 software for the foreseeable future, and will, as a result, shift any titles currently in development for Dreamcast to PS2.

This list is said to include such games as the 3-D sequel to *Splatterhouse* that was rumored to be in development for Dreamcast and a number of U.S.-developed titles that have yet to be announced.

◀ *Splatterhouse* is just one of the games originally rumored for Dreamcast, but now expected to be released on PlayStation2 instead.

Metal Gear Metropolis

Konami's next *Metal Gear* may be a ways off, but that's certainly not stopping the occasional spurt of information about the game. The latest scuttlebutt has to do with its setting and some new gameplay details. Apparently, *Metal Gear Solid 2* (for lack of a better title) will be set in New York City and will allow players to control Snake and one other yet-unannounced character this time around. Before you get visions of a purely *Die Hard*-like outing inside a skyscraper, you should also know that the game will evidently take place at numerous locations within the city and not just inside one building.

In another rumor, sources in Japan report that series creator Hideo Kojima has just finished hiring a new art staff for the sequel after putting prospective candidates through an incredibly rigorous test of their skills. The result will hopefully be even more lavish environments and characters that will really put PlayStation2's capabilities to good use.

▶ Solid Snake won't be going it alone in his next adventure, which is rumored to take place in New York City.

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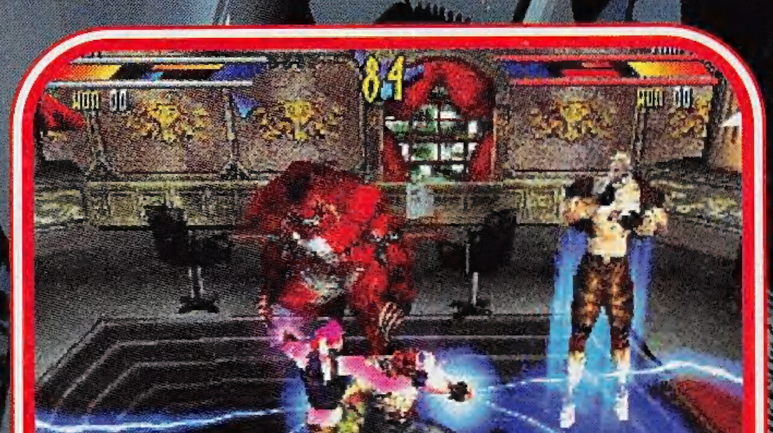

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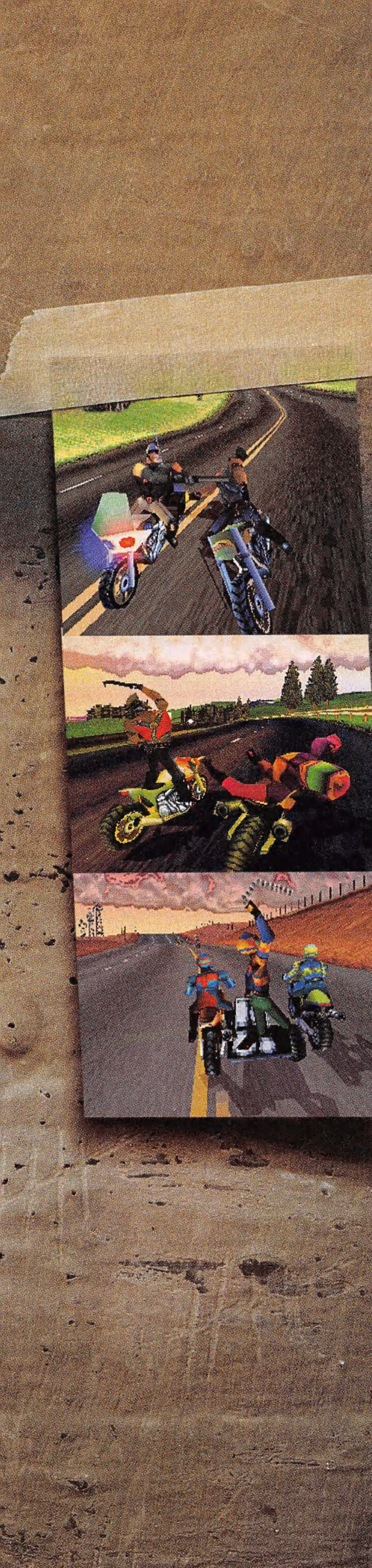

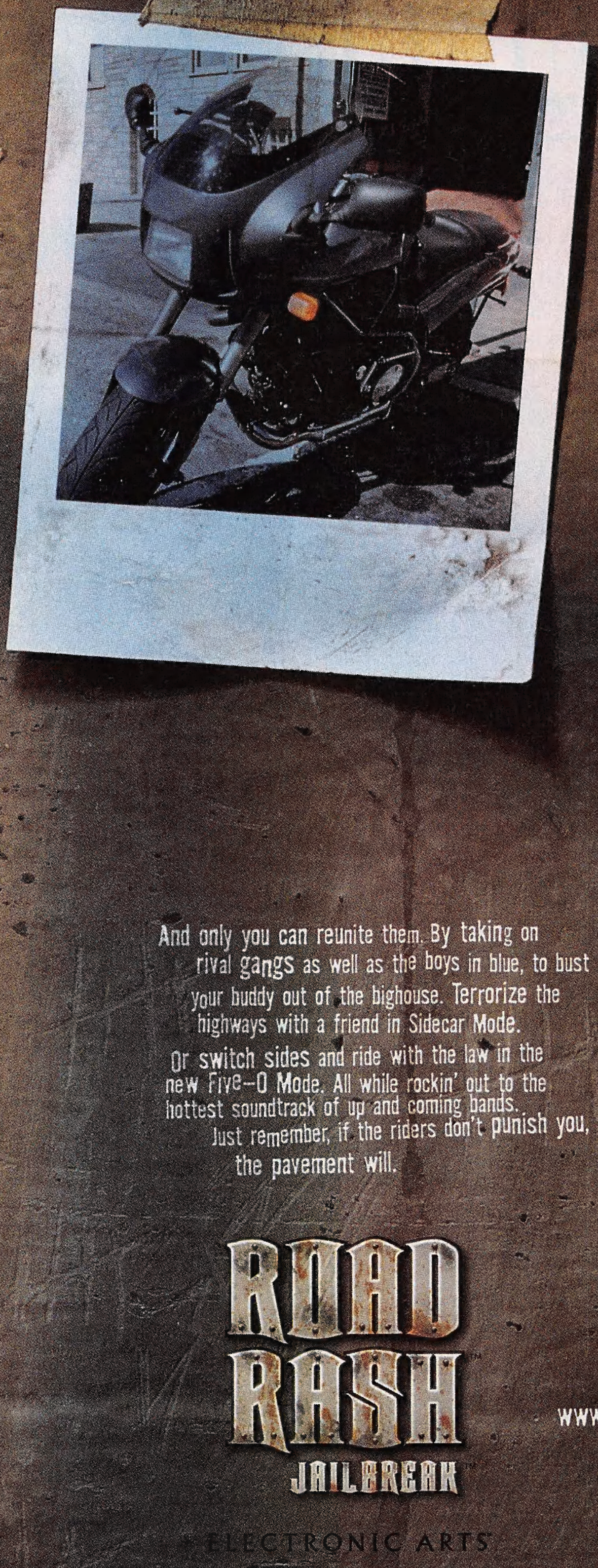

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Countdown to the PlayStation2

JAPAN	U.S.A.
2 MONTHS TO GO	8 MONTHS TO GO

Welcome to our most exciting section, where every month we break all the latest news on Sony's next system. This is THE premier source for PS2 info!

Hot PS2 news

The latest buzz on the world's hottest system!

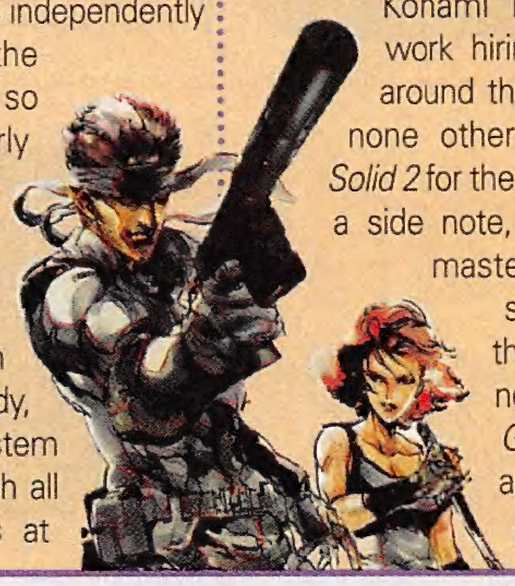
Retailers Already Taking Pre-Orders For The PlayStation2

That's right, you can already pre-order a PlayStation2, even though it won't be available until September! Retail chains, such as Electronics Boutique, had begun taking orders independently at each store, and the results have been so impressive that nearly everyone is doing it. At press time, stores near the PSM offices had already taken over 1,000 orders each! With so much interest already, it looks as if Sony's system will be primed to smash all previous sales records at launch. Plus, the early pre-orders should give Sony an idea of how many units it will need to manufacture to meet demand. As a side note, although retailers don't have a final price, many claim to have been told that the PS2 will cost $299, *at most*. Sounds good to us!

PS2 Driver 3 in the Works

Reflections, the developers behind the original smash-hit *Driver,* is hard at work on not just one sequel, but two. *Driver 2* will hit sometime next year for the PS1, and *Driver 3* should hit sometime in late Summer or Fall for the PS2.

Metal Gear Set For PS2



Konami has been hard at work hiring top artists from around the world to work on none other than *Metal Gear Solid 2* for the next PlayStation. As a side note, Hideo Kojima, the mastermind behind the series, has stated that, for now at least, no form of any *Metal Gear* game will be appearing on any game system other than PlayStation2 — not even the PC.

Gauntlet Legends For PS2?

While plans for the PlayStation version of *Gauntlet Legends* are up in the air right now, it appears that an upgraded version of the game is a definite for PS2. In a recent want ad posted by Atari Games, it offered a position "for a programmer to port the arcade title *(Gauntlet Legends)* to the PlayStation2.

Ad Confirms RPG For PS2?

Another PS2 developer, Stormfront, has also placed an ad for new PlayStation2 development: "We're adding to our staff and looking for a Senior Programmer for our new PlayStation2 Role Playing Game. In general, the person who fills this role will be responsible for high-level game play logic or the AI and other middle level code. We're looking for an exceedingly talented person who can play an integral role in creating this next generation blockbuster title."

It's likely that the RPG mentioned is based on *Advanced Dungeons and Dragons* — perhaps the *Pool of Radiance 2* title the company is currently developing for the PC.

Stormfront is also said to be working on a racing title. In the past the company has worked on NASCAR titles for Electronic Arts, but for the PS2 Stormfront is said to be looking at a new racing franchise.

Star Wars PS2 Title Exists

Rumor has it that LucasArts is working on two PlayStation2 titles, one of which is said to feature "characters from a galaxy far, far away" — well, *duh.* Joining the *Star Wars* game in the LucasArts PS2 lineup is a title by the folks at Paradox Entertainment, which produced *Wu Tang Clan.* Their game is said to be based on that classic toy game *Rock 'em-Sock 'em Robots.*

Koei: 2 New PS2 Launch Titles

Koei is currently working on two secret new titles to join *Kessen* in its PlayStation2 lineup. While no information on these games has been made available, we have heard rumors. One of the games may be a more action-based title, set in the same type environment as *Kessen.* You control a soldier smack in the middle of a huge battle. If this rumor proves true, it could be *very* cool.

Eye Candy

The Big-Ass PS2 Screen of the Month

Capcom's *Street Fighter EX3*

New PS2 Peripherals

Play your new PS2 games in style!

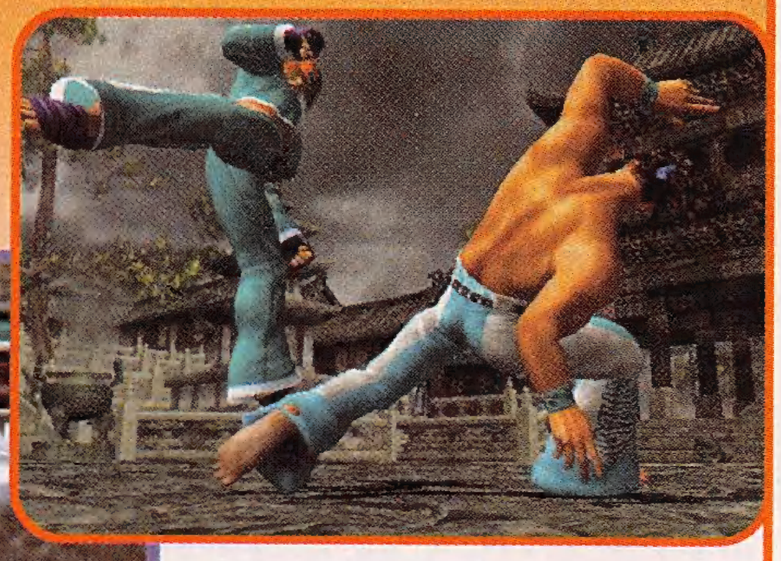
▲ **Plug the DiMAX into the optical digital port on the PS2 and blast away!**

It didn't take long for people to start cooking up cool little extras for the PlayStation2. First up is the DiMAX 3D Sound System, which will ship at launch in Japan on March 4 for 20,000 yen (about $192 U.S.). While a bit pricey as far as peripherals go, DiMAX boasts some pretty cool features, and several developers are said to be taking full use of the speakers in their games.

Next up is a super-sweet 15-inch LCD TV by Sony, which has been designed with both PlayStation 1 and 2 in mind. It comes with AV and VGA output, a Memory Stick port, and PlayStation ports. Sony says the set will give the best possible image for videogame consoles, with an incredibly high resolution that makes it more like a computer monitor than your average TV. The extra sharp graphics come at quite a hefty price tag, though — the bad boy clocks in at 150,000 yen (about $1,440 U.S.). It hits Japan this Spring.

Tekken Tag Tournament

Right after we went to press with our big *Tekken Tag* blowout last issue, we came across these super high-quality shots. We're showing them here extra big, so that you can really look in close and see the amazing level of detail that PS2 has to offer. Remember, the PS2's anti-aliasing function isn't used in these shots, so it's going to look even better!



▲ Along with great-looking characters, the lighting effects are *really* sweet. In this stage, lightning continues to strike in the distance, adding a lot of atmosphere to the fight.

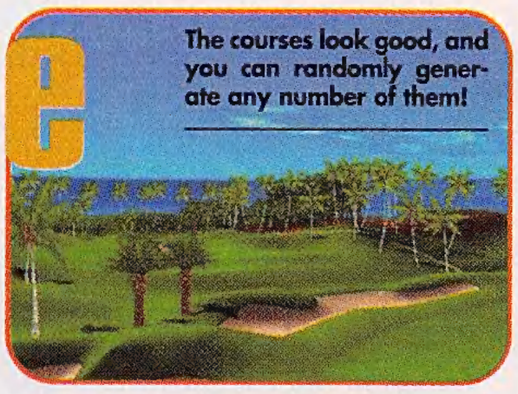
Can you believe these graphics? And this is just the very beginning of what the PlayStation2 can do! The people in the background, the grass beneath their feet – it's all just incredible!

▲ For the first time the backgrounds are all in full 3D, replacing the static, pre-rendered ones in the previous *Tekken* games. *Tekken 4* is in the works now, and is said to really take advantage of these new 3D environments.

▶ Wow, she put it in the cup in only two strokes? Nice job!

Golf Paradise

This game is looking better and better! There are six modes: Match Play, Training, Stroke Play, Tournament, a Driving Competition, and an Adventure Mode, where you get to build up your character. Plus, you can randomly generate an endless number of new courses! Pretty sweet!



The courses look good, and you can randomly generate any number of them!

▲ Pretty nice graphics, huh? *Golf Paradise* launches with the PlayStation2 on March 4th in Japan.

▲ Okay, so the guys standing off to the side look crummy, but this is still really great for T&E Soft!

Virtual Ocean

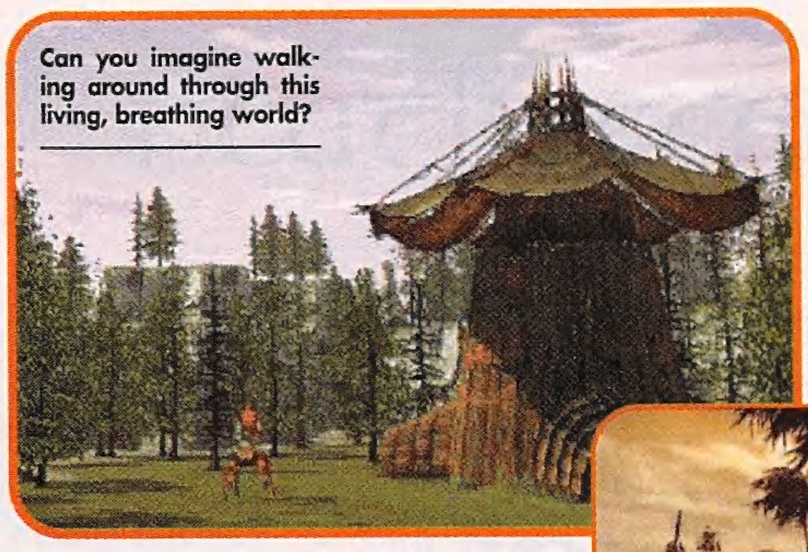
Movies of this game recently surfaced on the web, and even though the title only looks so-so for a PS2 game, we thought you'd want to check it out. It's from the guy behind *Ecco the Dolphin*, so it should look plenty better as time goes on.

▲ You can talk to the various creatures of the sea, and frolic until your heart's content!

Seasons Change

In one of the demo movies supplied by Oddworld Inhabitants, the environment is shown going through seasons in real time. Wow.

Munch's Oddysee



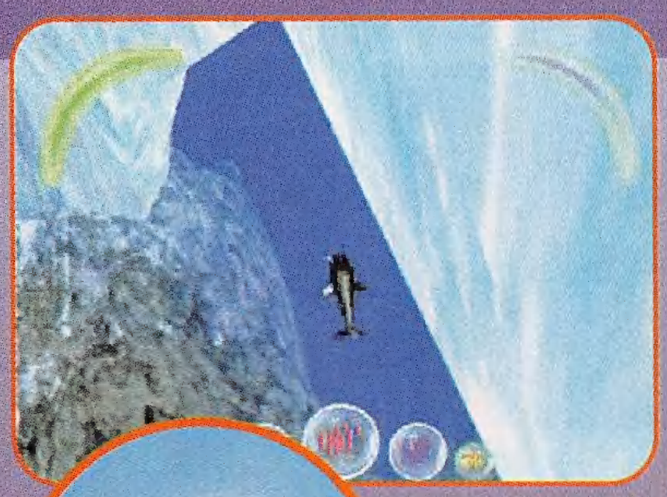
Can you imagine walking around through this living, breathing world?

The next game in the *Oddworld* series just keeps looking more and more incredible. Oddworld Inhabitants, the developers, have released several movies of actual gameplay, which is where these screens are from. To find out more about this promising new title, and view movies of the game in action, just head on over to oddworld.com. If all goes well, *Munch's Oddysee* will be a launch game when the PlayStation2 launches over here in September.

▼ So far, our only look at Abe's race in this game shows them collecting firewood.

▲ These two amazing-looking screens are from the game's pre-rendered cinema sequences. How long will it be before PS2 games look like that?

▶ It's a herd of rabid crabs – run for your life! The movie of this scene shows that each creature moves at its own speed, which gives the overall group a very realistic look from a distance.

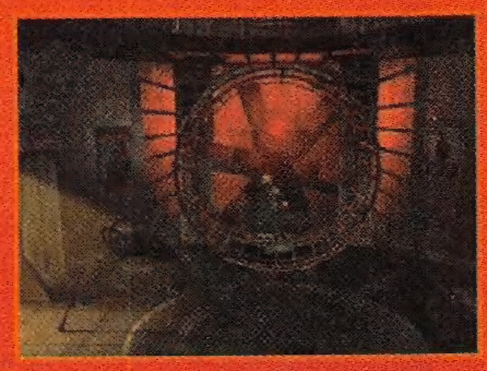


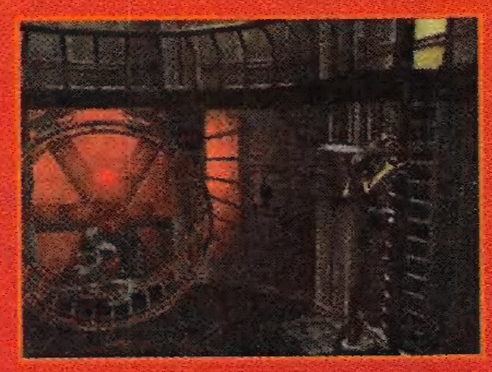
▲ You'll be able to control several different forms of sea life, which is cool. Still, this game just doesn't appear to be trying very hard. See how blocky this passageway looks?

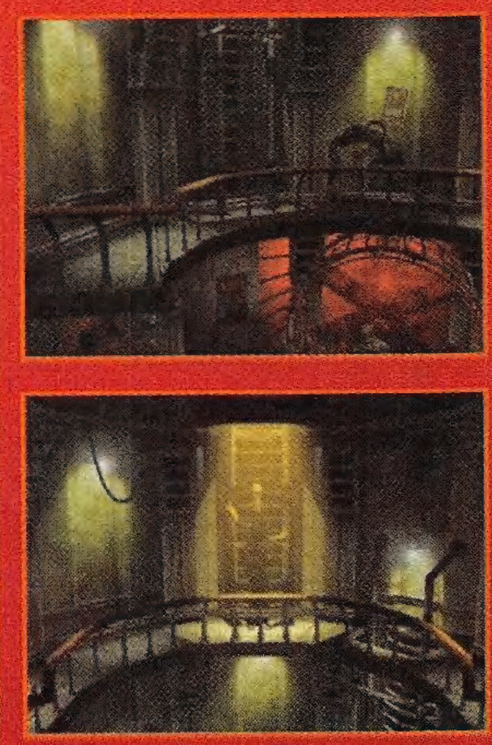
▲ Now this is more like it, but we're betting this isn't a real-time shot by any means.

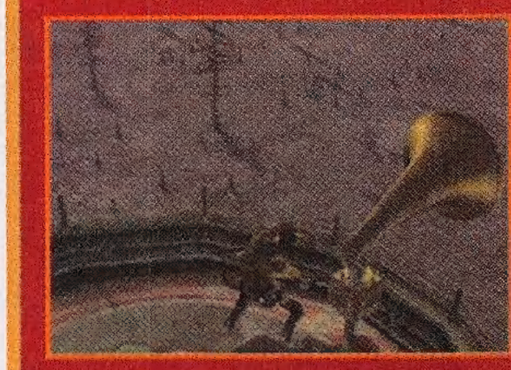
Check out this hot game in action!

Munch's Oddysee









www.playstation.com

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GAME ARTS

Not everyone can solve the mysteries of Grandia.

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This is the world of Grandia – a mysterious, odd, strange yet beautiful planet that hangs in the balance between good and evil.

Inside a courageous.

Located somewhere

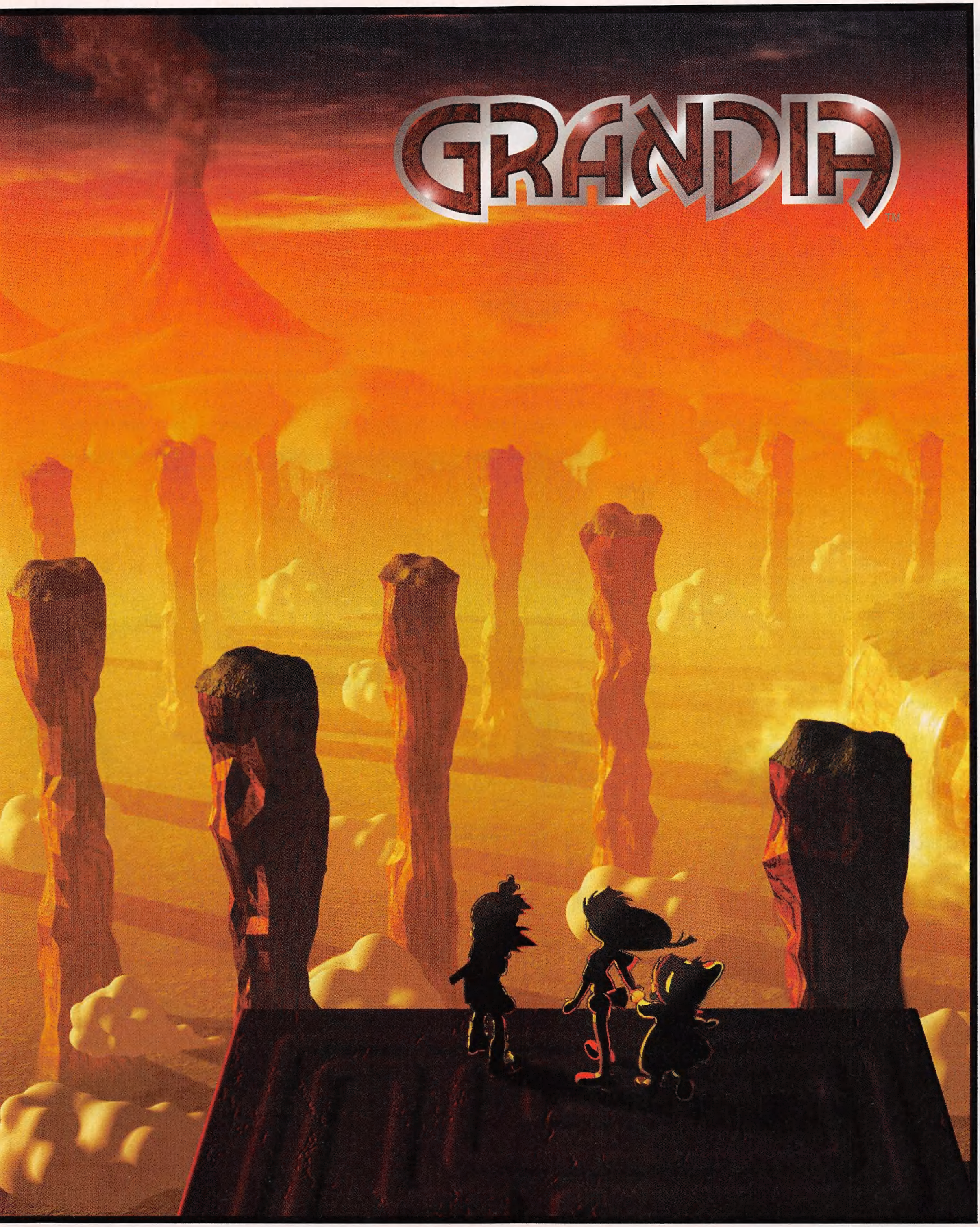
heavily stacked inside a puzzle,

wrapped in a riddle,

stacked inside an enigma.

It's a mystery.

PlayStation

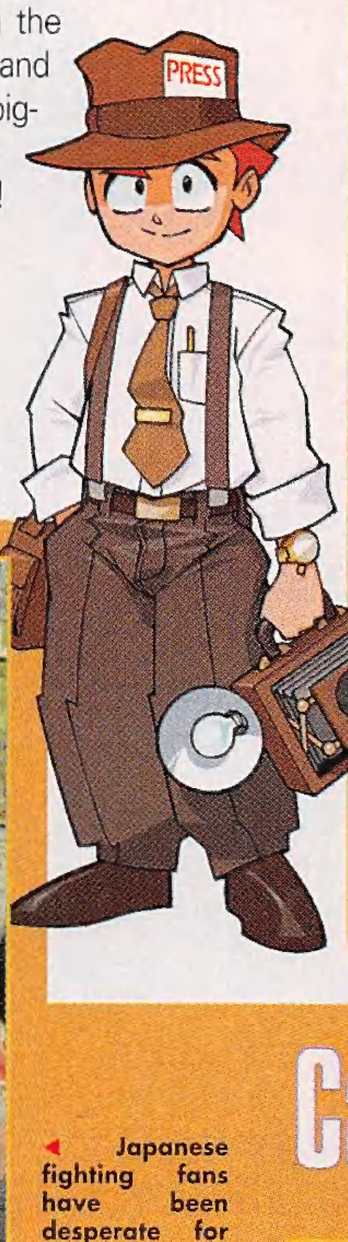

GRANDIA
TM

BANZAI CHIBI-CHAN'S NIHON GAME OTAKU

The latest news and notes from the Land of the Rising Sun, featuring our very own Banzai Chibi-Chan!

The Spring 2000 Tokyo Game Show has been announced for March 31-April 2, so the early part of next year is going to be just amazing for game fans! There's a Playstation 2 software festival in February, the launch of the actual machine at the beginning of March and then the game show at the end of the same month. Yee-haw!

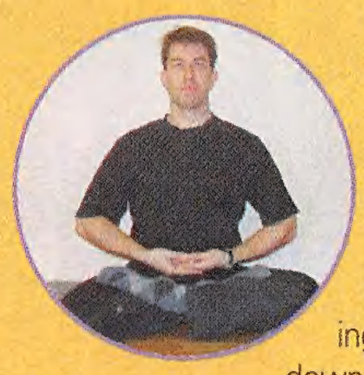
Recently, Famitsu PS magazine dedicated an entire article to the size and weight of the PS2. Saying the new machine is 301 mm long, 178 mm wide and 78 mm high doesn't mean a great deal to anyone, so the mag takes a more 'everyday' approach. For your information, the PS2 'footprint' (how much space it takes up on your desk) is roughly identical in size to an A4 notebook. Which makes it narrower than most magazines. It's a bit heavier than the current PlayStation - equal in weight to the old machine, a controller, a memory card and 4 games. If you stand it on end, it'll reach to the top of a 14-inch TV set. That puts it in perspective! From the pictures, the PS2 often looks big and cumbersome, but it's not. It's no bigger than the PlayStation you have now, but way, way, cooler looking!



—Banzai Chibi-Chan,
Otaku Supreme

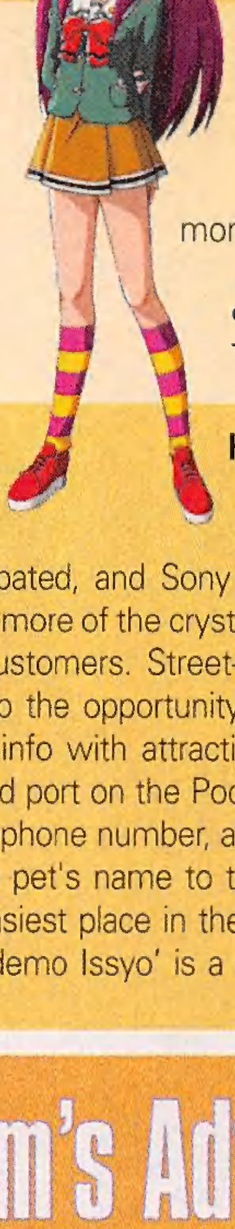
★ **Banzai Chibi-Chan illustrations by Robert DeJesus**

TOKYO-FLASH!



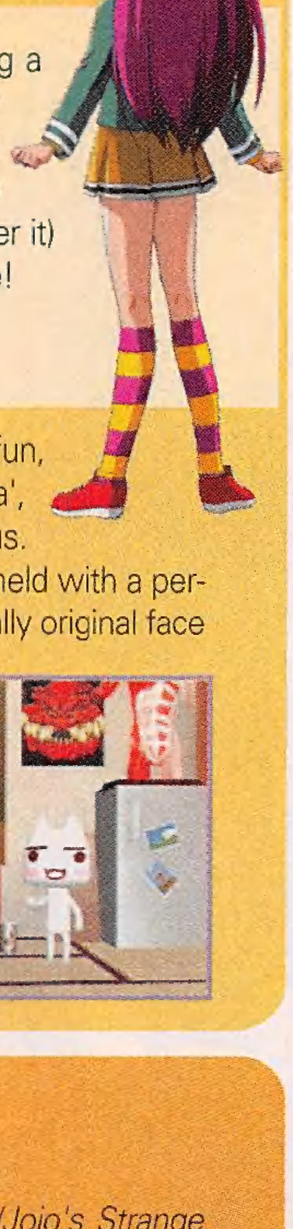
Konami is under fire in Japan this month, with a lawsuit from competing games company Namco looming over its head. Widely believed to be in retaliation for Konami's accusations that Namco had ripped-off its Beatmania concept to produce its own music-based games, Namco now says that Konami is copying its patented idea of incorporating playable mini-games into its titles: specifically in its 'Powerful Pro' baseball series. With games companies coming under severe financial pressure and houses such as Human closing down operations, this kind of tug-of-war between two of Japan's most successful and prestigious developers is a sad reflection of the paranoia felt under the country's stuttering economy. That doesn't make it any less of waste of time, however. On a happier note - for monkeys at least - import of the cute little primates from Africa has been recently banned by the Japanese government. Also, the Environmental Agency has declared war on the annoying crow population in Tokyo, bringing the game score to 1-1 in the Humans Vs Other animals matchup.

These legless baseball players could get Konami into trouble.



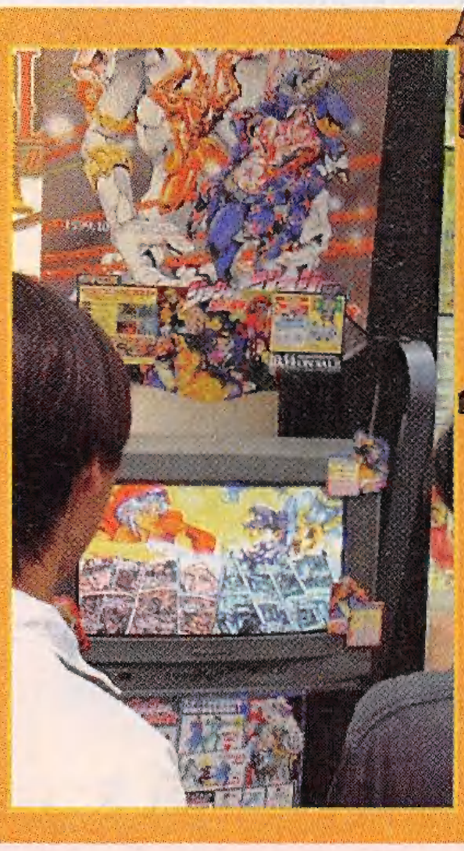
Eagerly Anticipated: Chrono Cross and Dragon Quest are still the most anticipated games this month, but Tokimeki Memorial and Gran Turismo 2 are making a strong showing. There's a new bunch of girls in the Tokimeki game (not that anyone needed that as an incentive to drool over it) and just look how cute they are!

How can you resist a smile like Miyuki's?



Hot For PlayStation: The popularity of 'Dokodemo Issyo' continues unabated, and Sony has managed to get a whole load more of the crystal PocketStations out for eager customers. Street-wise Tokyoites are lapping up the opportunity to exchange their personal info with attractive strangers, using the infra-red port on the PocketStation to send their name, telephone number, age, sex, blood type, and their virtual pet's name to their new friends. Tokyo isn't the easiest place in the world to meet people, and 'Dokodemo Issyo' is a lot cooler than scouring the Lonely Hearts ads! To add to the fun, another PocketStation title, 'Pokera', has been released in Japan by Atlus. This one basically endows your handheld with a personality, You can create your own totally original face for the program, then use it as a daily planner, memo pad, play mini games and even ask it questions!

I'm 21, female, blood type A Positive and cute and sexy. No, really!



◀ **Japanese fighting fans have been desperate for this game to hit the streets.**

Capcom's Adventure

It's been out for a couple of weeks in Japan now and beat-em-up freaks just can't get enough of it. *'Jojo's Kimyo na Boken' (Jojo's Strange Adventure)* is a port of Capcom's arcade game and features artwork derived from the Manga comic book series by Hirohiko Araki.

TOP 10 SELLERS IN JAPAN [at press time]

1. Jojo's Kimyo na Boken (Capcom)
2. Derby Stallion '99 (Ascii)
3. Dew Prism (Square)
4. Biohazard 3 (Capcom)
5. Formula 1 '99 (SCEI)
6. Dance Dance Revolution 2 (Konami)
7. World Soccer Broadcast (Konami)
8. Dokodemo Issyo (SCEI)
9. Toruneko's Adventure 2 (Square)
10. Zill O'll (Koei)

Source: *The PlayStation*

JANUARY JAPANESE RELEASES

DATE	TITLE	PUBLISHER	GENRE
1/6	Dirt Champ Motocross No.1	(Media Ring)	RAC
2nd half			
	Super Chinese Fighters DX	(Culture Brain)	FIGHT
	Sea Bass 1-2-3 Destiny!	(Jaleco)	SPT
	The Bistro	(Cisco Entertainment)	SIM
	V-Rally Championship Edition 2	(Spike)	RAC
	Beat Planet Music	(SCEI)	MUS
	Rescue Shot Bubibo	(Namco)	?
	Sacred Soldier Dan Bain	(Bandai)	ACT
	Super Robot Wars EX	(Banpresto)	ACT
	Fish Eyes II	(Pack in Soft)	SIM

HOT IN JAPAN

NASCAR is turning Japanese

Japan is playing host once again to the NASCAR fraternity on a specially-built classic oval located 100 km outside Tokyo and Japanese racing fans are rejoicing. The 1,549 meter track, called Twin Ring Motegi, is entirely owned by Honda and was previously used with great success by NASCAR in 1998. The event is the 1999 Coca-Cola 500 and, fittingly in such an expensive nation, offers the largest purse in the history of the Winston West Series.

▶ **NASCAR looks to the East for big bucks AND points. Can you say "Yeehaw, good buddy-san?'**

Chibi's Top January Pick

V-RALLY 2

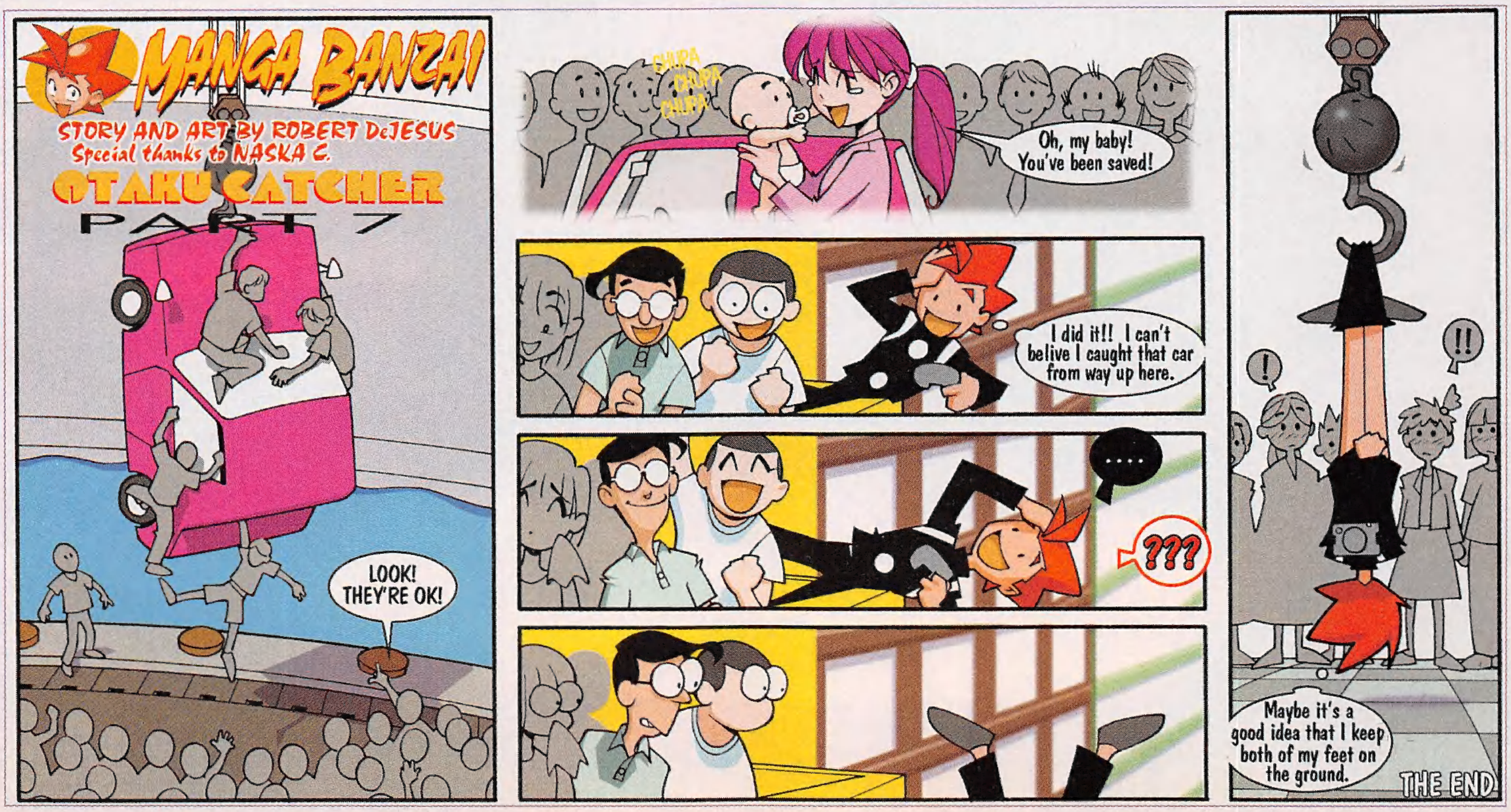
The Japanese are, generally speaking, big race fans, so they'll be plenty of smiling faces when *V-Rally 2* hits the country in January. Spike is picking the game up for the Japan release and since it'll be out this side of the Pacific by the time you read this, everyone's a winner.

The Japanese like getting down in the dirt just as much as we do.

MANGA BANZAI

STORY AND ART BY ROBERT DeJESUS
Special thanks to NASKA C.

OTAKU CATCHER PART 7



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REVIEWS

the most honest, dependable, unbiased playstation reviews on the planet—period

Yes, the PlayStation is incredible—but that doesn't mean all of its games are going to knock your socks off. Our reviews give you the total breakdown on all the latest titles, so you know when to buy and when to cry.

Games Reviewed This Month!

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Army Men: Air Attack ..... pg. 40
Boombots ..... pg. 44
Chef's Luv Shack ..... pg. 50
Clock Tower 2: The Struggle Within ..... pg. 52
Cool Boarders 4 ..... pg. 56
Formula 1 '99 ..... pg. 34
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International Track & Field 2000 ..... pg. 36
Killer Loop ..... pg. 38
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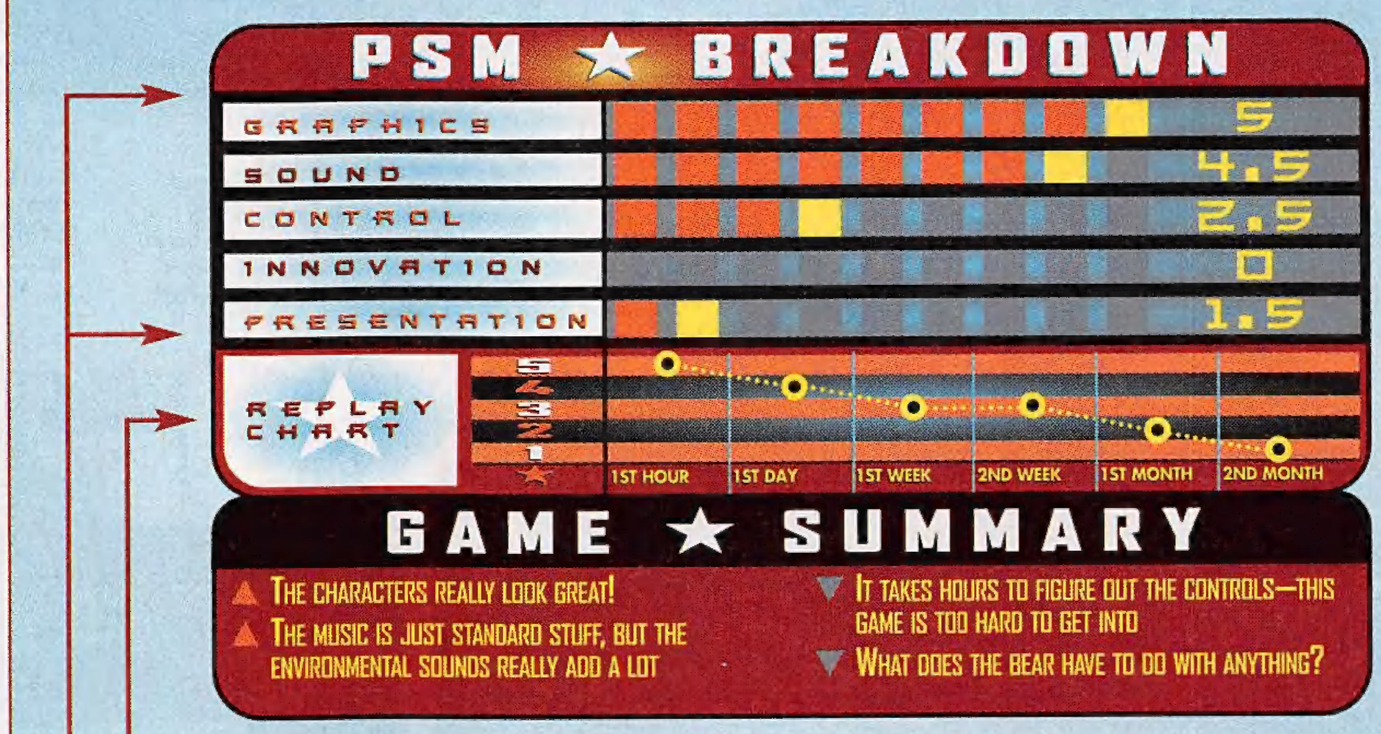
Breaking it all down, PSM style



This is the Game Summary. It's kind of like "Cliff's Notes" for all you lazy types who won't read the whole review.

These are the categories that we think are most important when rating a game. Each is rated on a scale from 1 to 5.

With our Replay Chart, you can see the potential lifespan of a game at a glance! Some games are great fun at first, but quickly wear thin. Others are tough to get into, but really take off if you stick with 'em. A 5 means that you will be playing it non-stop, while a 1 means its practically in the closet.

The PSM Rating Scale

We here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

What the ratings mean:

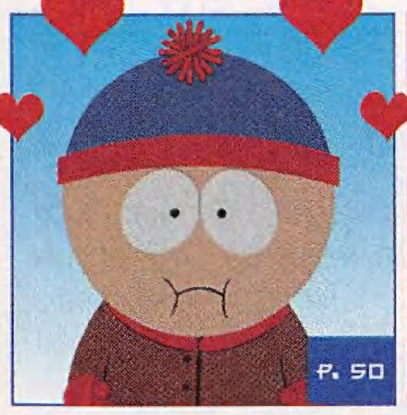
5 A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!

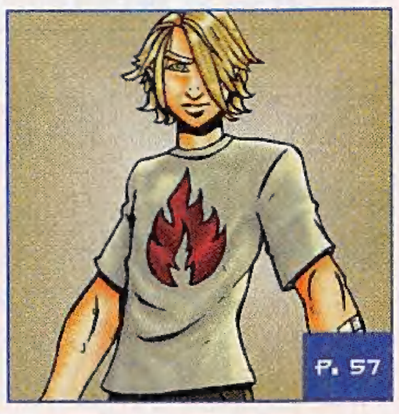
4 A really well-done game. If you're a fan of the genre, you should definitely check this one out.

3 A pretty good game. It has its share of rough spots, but it has some redeeming qualities, as well.

2 Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.

1 Don't even make eye-contact with this one—it's not worth one second of your time.





Backlog

These are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed!

Ape Escape ★★★★★
Ballistic ★★★★
Broken Sword 2 ★★★1/2
Bugs Bunny: Time ★★★1/2
Chessmaster II ★★★★
Chocobo Racing ★★★
Crash Team Racing ★★★★1/2
Cyber Tiger ★★★
Demolition Racer ★★
Dino Crisis ★★★★ 1/2
Driver ★★★★★
Echo Night ★★★★
FB2: Big Ol' Bass ★★★
FIFA 2000 ★★★★1/2
Final Fantasy VIII ★★★★
Final Fantasy Anthology ★★★★
G Police: WOJ ★★★
Gallop Racer ★★★★
GameDay 2000 ★★★★ 1/2
Grandia ★★★★1/2
Hot Wheels Turbo Racing ★★★1/2
Jet Moto 3 ★★★
Juggernaut ★★★
Legend Of Kain: Soul Reaver ★★★★
Lunar:SSSC ★★★★1/2
Madden NFL 2000 ★★★★★
Medal of Honor ★★★★★
MGS: VR Missions ★★★1/2
Football 2000 ★★★
NCAA GameBreaker 2000 ★★★★
NFL Blitz 2000 ★★★★
NFL Xtreme 2 ★★1/2
NHL FaceOff 2000 ★★★
No Fear Mt. Biking ★★★ 1/2
Omega Boost ★★★1/2
Pac-Man World ★★★★
Quake II ★★★★
Rainbow 6 ★★★
RC Stunt Copter ★★★★1/2
Resident Evil 3 ★★★★
Rising Zan ★★★ 1/2
Sled Storm ★★★★
Space Invaders ★★★ 1/2
Spyro 2 ★★★★1/2
Star Wars: TPM ★★
Street Sk8er ★★★★
Tail Concerto ★★★★
Tarzan ★★★★
Test Drive 6 ★★1/2
Test Drive Offroad 3 ★★
Thousand Arms ★★★1/2
TOCA 2 ★★★★1/2
Tony Hawk Pro Skater ★★★★★
Trick 'n' Snow Boarder ★★★
Triple Play 2000 ★★★★★
Um Jammer Lammy ★★★★1/2
Vandal Hearts ★★★★
Vegas Dreams 2000 ★★1/2
WCW Mayhem ★★★1/2
Wipeout 3 ★★★1/2
WWF Attitude ★★★★
Xena: Warrior Princess ★★1/2
You Don't Know Jack ★★★★

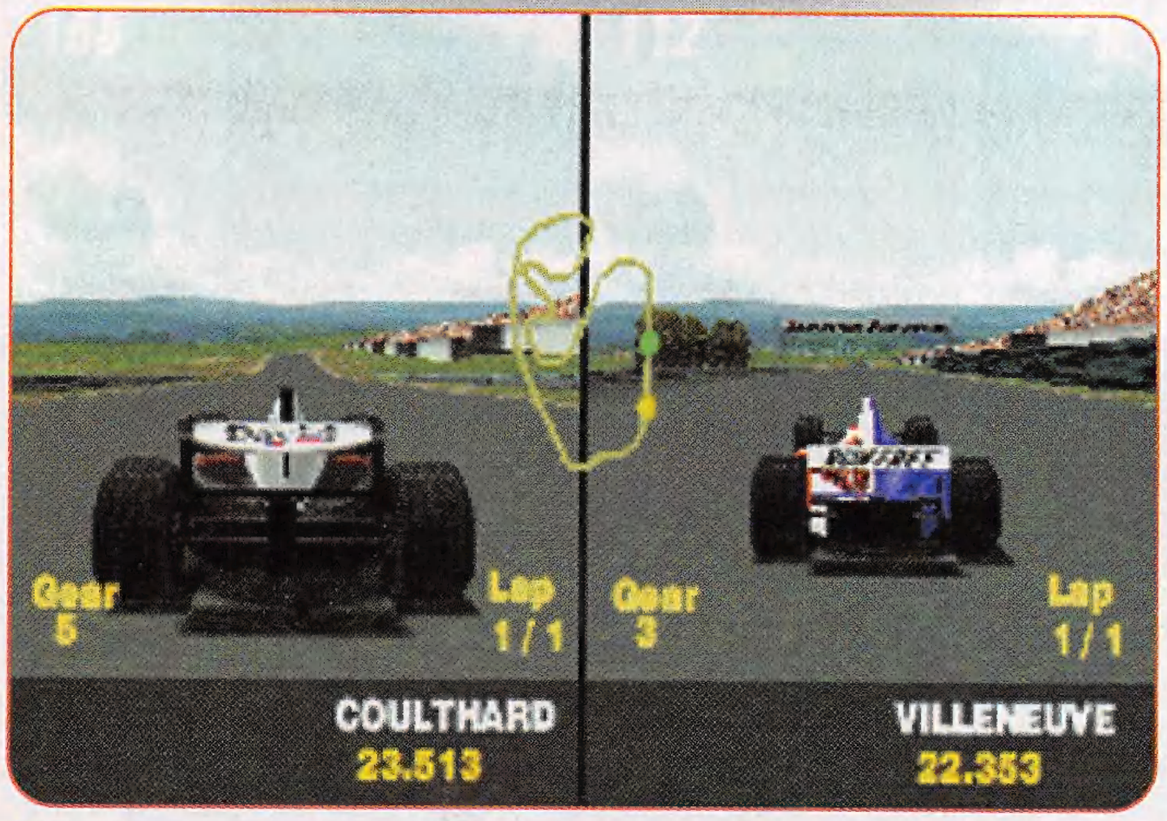
Formula 1 '99

◀ Don't run into the back of this guy — it only gives him a free turbo boost.

PUBLISHER
Psygnosis

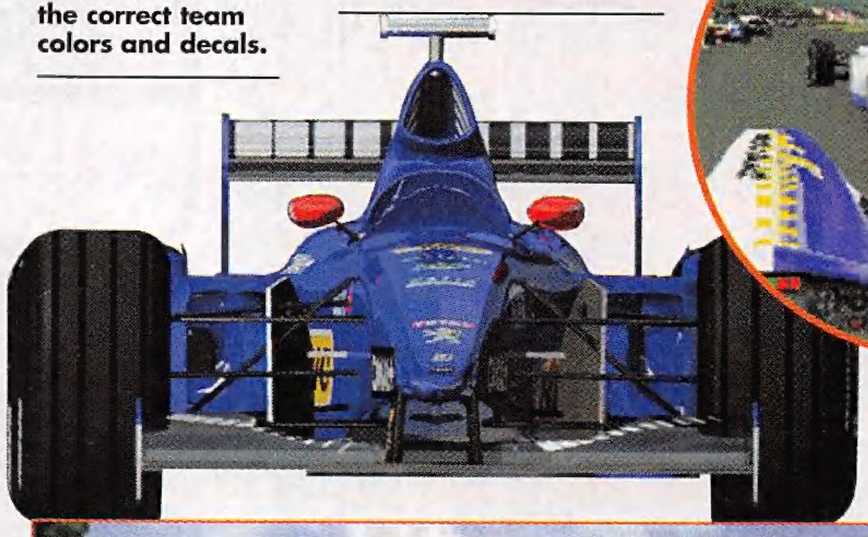
DEVELOPER
Studio 33

TYPE OF GAME
Racing



▲ This year, you can see plenty of track in two-player mode.

▼ All of the cars are beautifully detailed and have the correct team colors and decals.



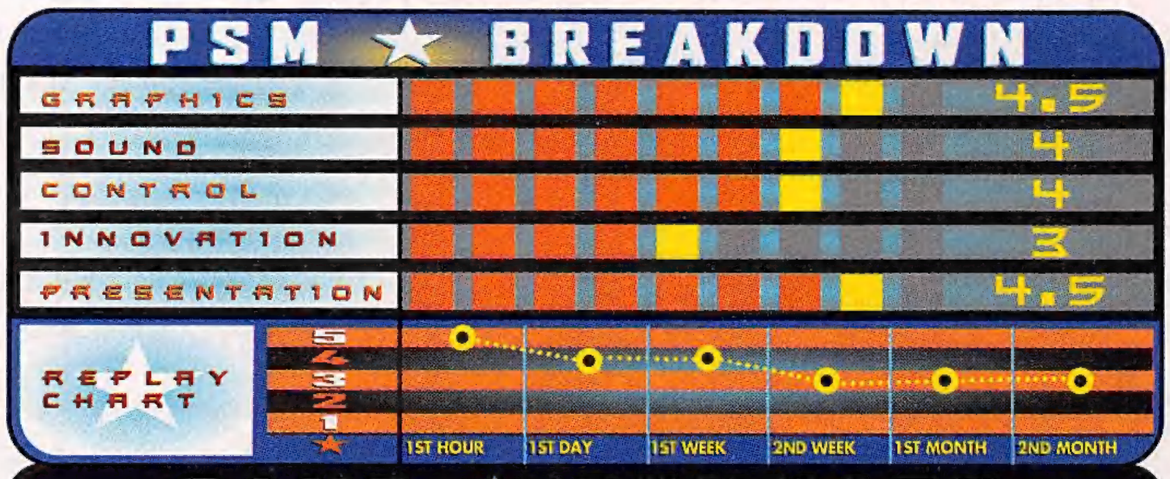
▶ The detail goes down to working side mirrors. You can see a car coming up behind you in the inset.

▲ With simpler AI, opponents tend to move aside for you. What idiots!

PSYGNOSIS GETS THE FORMULA RIGHT

Your average F1 fan isn't on the lookout for staple race game elements such as breathtaking jumps, cunning shortcuts or even weapons. Your F1 fan is after a game that perfectly recreates, in painstaking detail, the blisteringly fast weekend thrill-fest he (or she) so dearly loves. As such, *Formula One '99* succeeds impressively. Whether you're looking for a quick blast around the track with arcade-type racing and forgiving car physics or the full-blown F1 deal, demanding extreme endurance, in-depth knowledge and consummate driving skill, Formula One delivers. On the easier settings, with rudimentary opponent AI and CPU assistance, the game gives you an adrenaline shot of F1 action including — wonder of wonders — a two-player mode with enough draw distance to make a head-to-head race against a pal a pleasant possibility. For the hardcore fan, though, in an attempt to capture the spirit of the whole F1 weekend experience, developers Studio 33 spared no effort. Championship mode covers the Friday, Saturday and Sunday sessions, with weather reflecting the relevant location and season the race is held. You can go for the full practice, qualify and race process, or jump right into the race itself. There's even an excellent track preview feature, with Brundle talking you through the course and giving sage advice on the ideal gear, speed and line: there's no better way to learn the tracks and improve your chances of placing. Every possible parameter affecting race and car can be altered: from number of laps, fuel usage and tire wear through to car setup, breakdowns and damage. Sound-wise, it's a mixed bag. The angry hornet buzz of the cars and the annoyed whine as you pass someone are pure nectar to the F1 enthusiast, but the return of the inimitable M&M duo means that Walker is still as likely to throw you a curve ball and spout nonsense as actually make an accurate observation. And remarks are often so sparse that you begin to wonder if he's dozed off in a corner of the commentary booth somewhere. That said, the actual driving is where the beauty of this game lies, and in full sim mode, success demands the acquisition of real racing skills. There is incredible detail in every aspect of the game, right down to track textures, and it's great to finally see cars breaking down and seeing rules enforced with stop-go penalties and such like. One downer, though, is that rear end collisions tend to catapult the guy in front forward in a very unrealistic manner, even on full simulation setting. But that aside, *Formula One '99* offers gamers the definitive F1 racing experience.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ A SUPERBLY ACCURATE SIMULATION OF F1 DRIVING.
- ▲ THE GAME BOASTS AN IMMENSE AMOUNT OF DETAIL.
- ▲ THERE'S A WORKABLE TWO-PLAYER GAME
- ▼ THE GAME EXHIBITS SOME QUESTIONABLE COLLISION PHYSICS
- ▼ WILD COMMENTARY SOMETIMES SPOILS THE FUN

PSM FINAL SCORE: 4½

A TRIUMPHANT RACING SIMULATION AND AN F1 FAN'S WET DREAM

MTV Music Generator

PUBLISHER
Codemasters

DEVELOPER
Jester Interactive

TYPE OF GAME
Music Synthesizer

Every interface is colorful and very simple to navigate, which makes the Generator easier to use than most professional music equiptment.

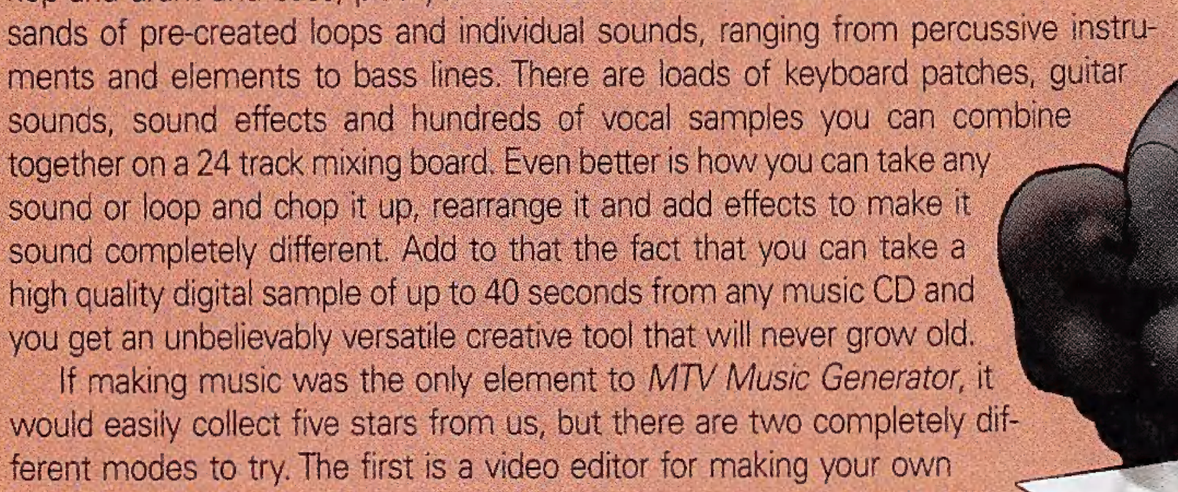
BECOME A MUSIC PRODUCER

Without a doubt, this is the most innovative piece of software to come out this year, if not ever, for the Sony PlayStation. Using the *MTV Music Generator*, you can create professional quality music that would normally take thousands of dollars worth of equipment to produce. And it's all made extremely easy with a large bright visual interface with enough depth to allow aspiring musicians and producers to take things as deep as they want, even down to editing the actual wave form of a particular sound. There are far too many features to possibly touch on them all, but here are the big ones.

This software was designed to be totally versatile, with the user able to create any kind of music they want, ranging from typical dance stuff, including house, hip-hop and drum and bass, plus you can make rock music as well. Included are thousands of pre-created loops and individual sounds, ranging from percussive instruments and elements to bass lines. There are loads of keyboard patches, guitar sounds, sound effects and hundreds of vocal samples you can combine together on a 24 track mixing board. Even better is how you can take any sound or loop and chop it up, rearrange it and add effects to make it sound completely different. Add to that the fact that you can take a high quality digital sample of up to 40 seconds from any music CD and you get an unbelievably versatile creative tool that will never grow old.

If making music was the only element to *MTV Music Generator*, it would easily collect five stars from us, but there are two completely different modes to try. The first is a video editor for making your own trippy visuals that you can set to the music track you created or let it just go on autopilot with your favorite music CD playing. There is also a multiplayer mode that lets you and your friends jam together as if you were in some kind of drum circle. By hitting different buttons you can bring or eliminate elements from the mix. The music jam alone is total blast, but when combined with the two other modes, it makes *MTV Music Generator* something that is simply amazing!

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Create professional quality music with your PlayStation
- ▲ Thousands of sounds to edit and arrange
- ▲ Sample up to 40 seconds from any CD
- ▲ Create your own music videos
- ▲ Jam mode lets four people play together

PSM FINAL SCORE: 5

One of the best purchases you can make this year

Wu-Tang: Shaolin Style

THE KINGS OF HIP-HOP START A FIGHT

We'll be the first to admit that the idea of a fighting game based on the Wu-Tang Clan didn't fill us with excitement the first time it was announced, even if it was based on the awesome *Thrill Kill* engine. Celebrity fighting games don't have much of a record so far. Anyone remember *Shaq-fu?* How about *Street Fighter: The Movie?* Well, forget them. *Wu-Tang: Shaolin Style* is a unique, fun and incredibly bloody mix of *Final Fight* and *Mortal Kombat*, with a bit of *Tekken* thrown in for spice. Four players can beat rivers of blood out of each other at once, using the standard kicks, punches and throws, as well as some more mystical Shaolin techniques.

The game centers on the story mode that has great FMV, solid voice acting and some of the best music you're going to find anywhere. The Wu-Tang Clan themselves not only star in and do voice work for the game, they also wrote the sound-track, which features three exclusive Wu-Tang tracks. The pounding back beats blend with the mostly ancient Chinese themes of the game to create something completely unique and wonderful.

PUBLISHER
Activision

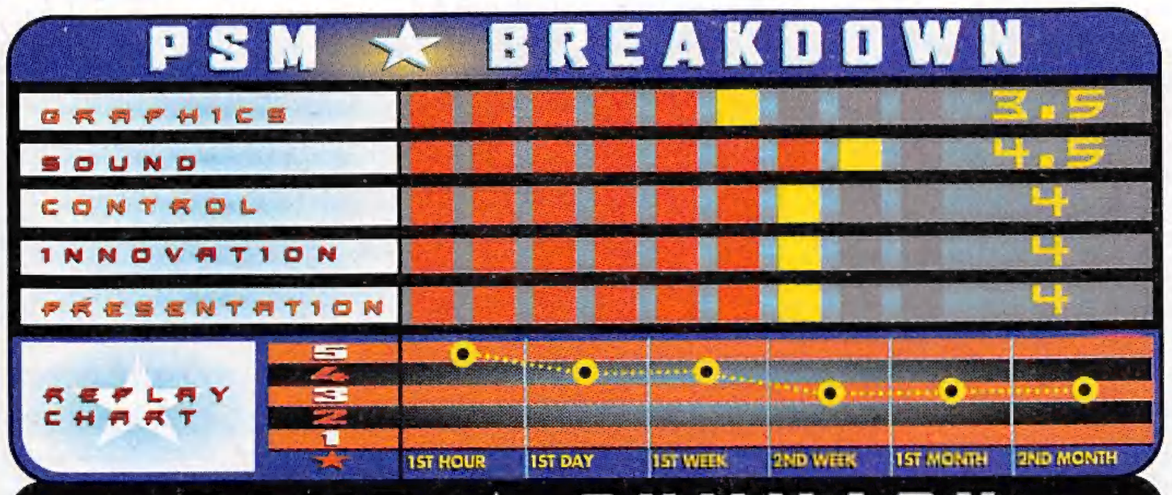
DEVELOPER
Paradox

TYPE OF GAME
Fighting

There's plenty of blood and mayhem in *Wu-Tang*.

Each of the twenty plus characters has a unique fighting style and, unlike many brawlers, it's almost impossible to guess a character's more advanced moves. Techniques are pulled from across the fighting games genres and range from simple button pushes to double controller circles followed by three button combos. While exploring story mode, the only way to unlock all of the 36 chambers of *Wu-Tang* is to master the various combos and techniques. Don't worry though, some time in the practice room will have you ripping your opponents in half in no time.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Four player fighting is loads of fun
- ▲ Great Wu-Tang soundtrack
- ▲ Tons of blood and mayhem
- ▲ Lots of hidden characters
- ▼ Not as responsive as other fighters
- ▼ Environments are simplistic

PSM FINAL SCORE: 3½

A unique, bloody, fun four player game

NBA Live 2000

MICHAELS' BACK, MICHAEL'S BACK!

Yes, it's great to see that even this late in the life of the PlayStation, people are still making strides to improve existing genres. To see evidence of this trend, look no further than *NBA Live 2000*. While last year's title was no slouch, this year's game is much, much better.

The improvements start with gameplay (as improvements always should). In last year's version, you could drive to the hoop with you turbo button almost at will. Now it takes some serious skill to pull off the maneuver. The AI feels much smarter on both sides of the court, so you feel like you're playing against real players. The control is tighter than ever in this series, and the feel of the big dunks is more significant than ever. The dunks are just wild enough to pump you up without making you feel like you're playing *NBA Jams*.

Much has been added to the depth of the game as well. The most notable additions are Legend players and a one-on-one mode. The former is perfect if you grew up watching the NBA. Nothing quite beats going to the hole with Dr. J and his massive ABA Afro. The latter addition gives a perfect break from your typical five-on-five gameplay. You've just gotta try a one-on-one match with Michael; he's been gone from games so long we've really missed him. If you beat him or accomplish other similarly difficult tasks, you open up new features in the game.

The downsides to *Live 2000* are few, but worth mentioning nonetheless. The franchise mode was obviously tossed without much thought, the voices in the one on one matches are fresh — for about a second, and it would have be better to be able to play the legends in season mode from the get-go without jumping through hoops. Other than these little details, EA's got a winner on their hands.

1-4 | E | 1x

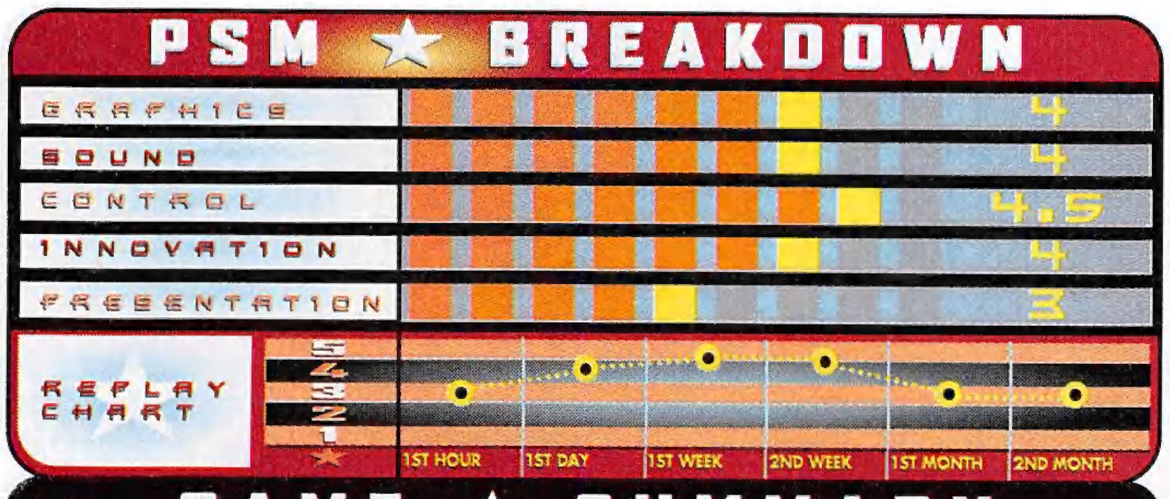
PUBLISHER
EA Sports

DEVELOPER
NuFX

TYPE OF GAME
Sports

◀ EA captures the intense action of the NBA beautifully with *NBA Live 2000*.

PSM ★ BREAKDOWN

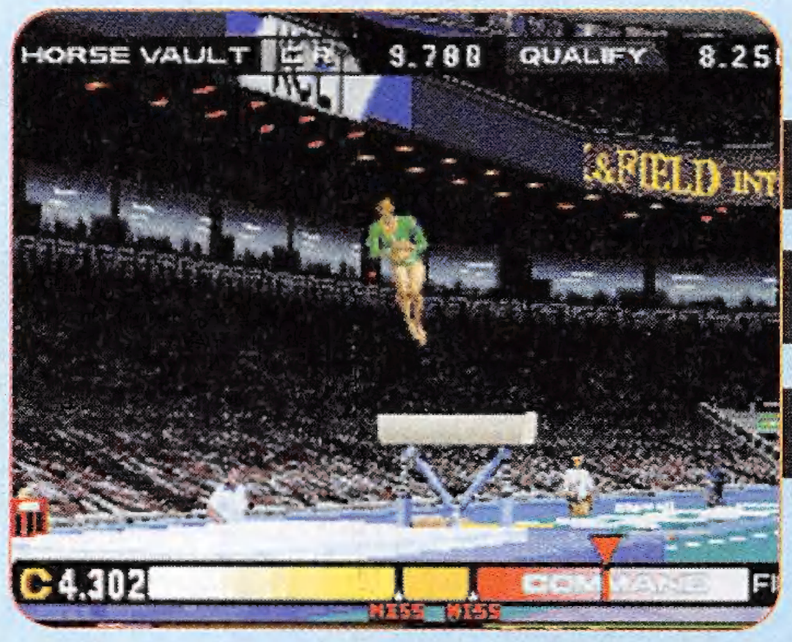


GAME ★ SUMMARY

- ▲ THE CONTROLS ARE NICE AND TIGHT
- ▲ YOU GET TO PLAY THE LEGENDS!
- ▲ THE DUNKS FEEL GREAT
- ▼ THE ONE-ON-ONE SMACK TALK JUST HURTS YOUR EARS

PSM FINAL SCORE: 4

EA SCORES BIG — AND MICHAEL IS BACK!



1-4 | E | 1x

PUBLISHER
Konami

DEVELOPER
Konami CET

TYPE OF GAME
Sports

◀ The balance beam is one of our favorite Olympic events!

Intl. Track & Field 2000

▼ The thrill of victory and the agony of the feet...

READY, SET, HERE WE GO AGAIN

Done of the best guilty pleasures on the PlayStation has always been the button-mashing madness of *International Track and Field*. Nothing beats sitting down with three of your friends and wearing the buttons on your PlayStation pads down to smoking little nubs. Because of this, the original was one of those rare games whose overall qualities were magically more than the sum of its parts.

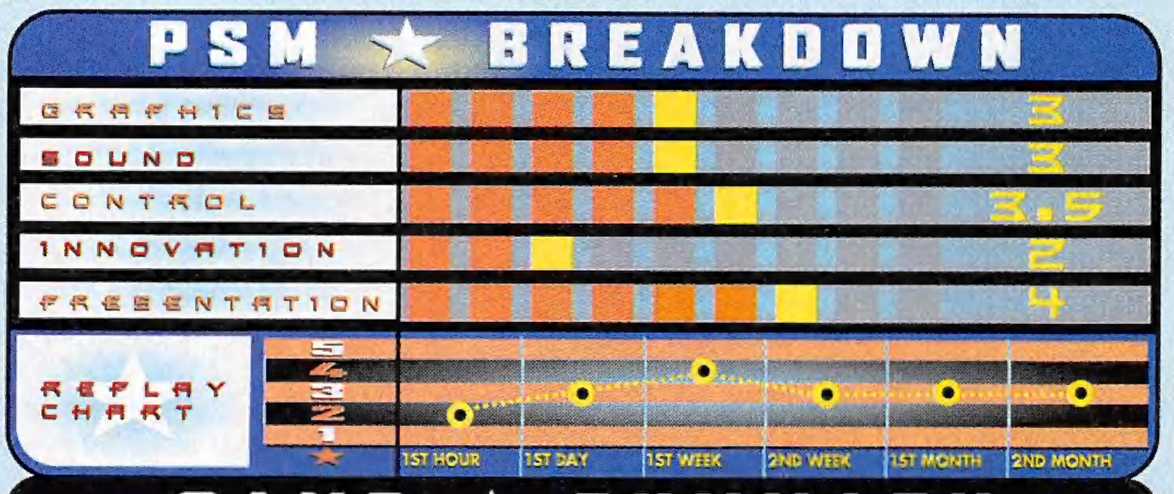
International Track and Field 2000, however, is more of an add-on than a full blow sequel, with new events such as canoeing, sprint cycling, weightlifting, diving, and one gymnastics event. The new events hold up pretty well in comparison to the old lineup, and in most cases, add more strategy to the overall game than your typical button pressing mayhem.

The best of the new events are diving and gymnastics. These are not about button speed, but about mastering combinations and timing. They both take plenty of practice, but for some players, these tricky events will be favorites. The worst events are the kayak races and the bicycle sprints. Does this game really need more events that are just like the originals?

The other changes are mostly cosmetic. You'll find better intro animations and the replays look more polished than before, but after you've played a couple of times, you'll just want to skip to the next event.

Overall, it would have been good if Konami had been a little more daring and included a few more events or found a better way to link the existing events into one exciting competition. As it stands now, *Track and Field 2000* is essentially on the same level as its predecessor.

PSM ★ BREAKDOWN

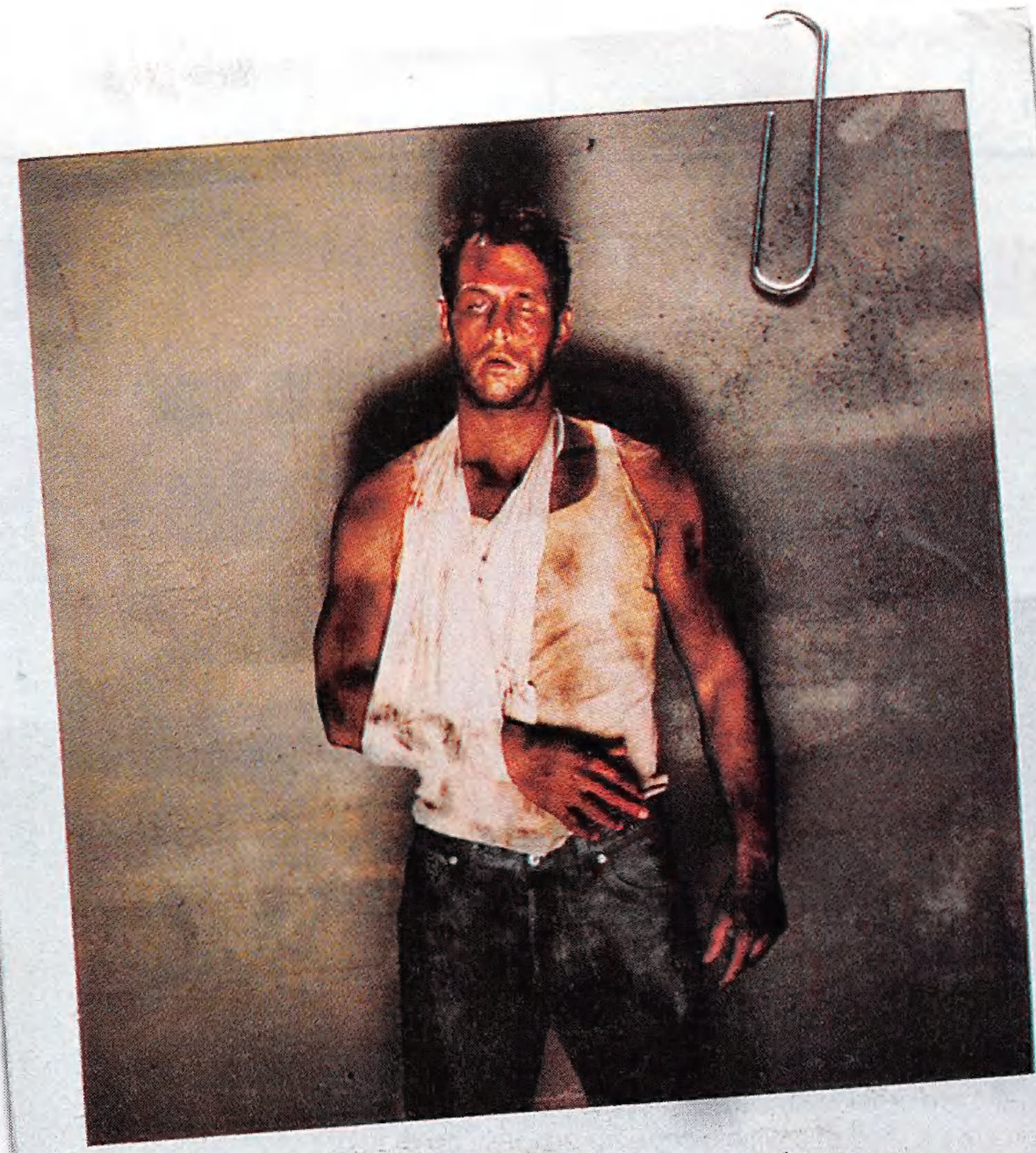


GAME ★ SUMMARY

- ▲ IT'S A GREAT PARTY GAME
- ▲ THE NEW EVENTS ARE CERTAINLY CHALLENGING
- ▼ YOUR CONTROLLER WILL SUFFER...
- ▼ ...YOUR THUMBS WILL, ALSO!

PSM FINAL SCORE: 3½

SOME IMPROVEMENTS, BUT BASICALLY THE SAME GAME

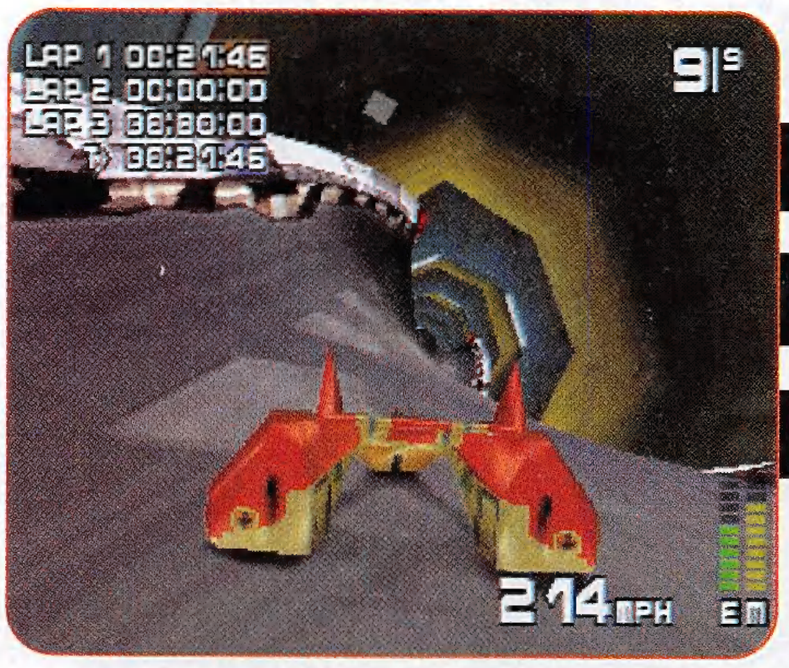


JOHN McCLANE STUNT DOUBLE #56
- ARM BROKEN NEAR SLOT MACHINES IN SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

DIE HARD TRILOGY 2™

VIVA LAS VEGAS

Killer Loop



PUBLISHER
Crave

DEVELOPER
VCC Entertainment

TYPE OF GAME
Racing

◀ While the cars are somewhat blocky, the tracks are quite well designed and exciting.

LOOKS LIKE WIPEOUT 3, BUT DOESN'T PLAY LIKE IT

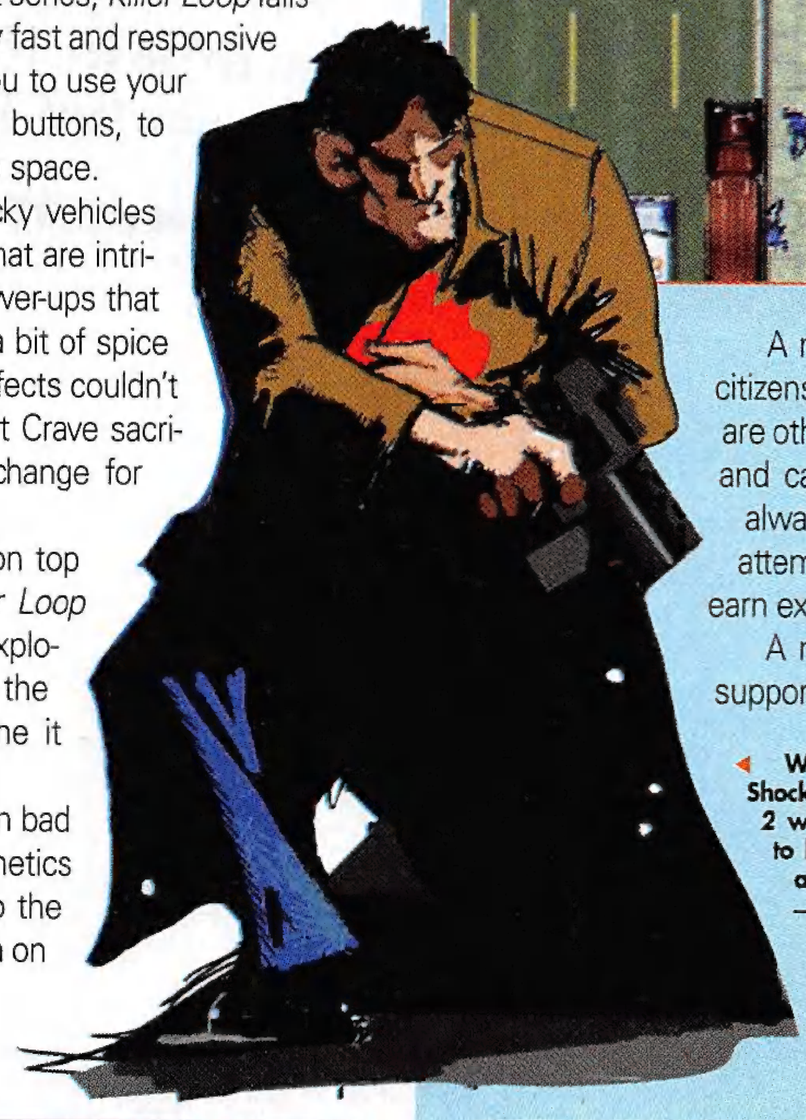
Somewhere in a dark future, where oil has all but disappeared, engineers have developed magno-kinetic cars that can travel at incredible speeds on metal railways. And of course, people immediately begin to use them to hold dangerous races with weapons and breakneck curves.

Obviously more than subtly inspired by the *Wipeout* series, *Killer Loop* fails to develop its own style, but does offer some incredibly fast and responsive racing action. Tracks wind and loop insanely, forcing you to use your magnetic controls, as well as the left and right slide buttons, to finesse your way around corners without flying off into space.

There are twelve different tripods — the silly, blocky vehicles you pilot in the game — and a good variety of tracks that are intricately designed. Each track is littered with random power-ups that are almost as dull as those in *Wipeout 3*, but do add a bit of spice to the competition. It's unfortunate that the weapon effects couldn't have been a bit more spectacular, but it's obvious that Crave sacrificed a great deal in the graphics department in exchange for speed.

One place that *Wipeout 3* does easily come out on top however, is in the sound department. Although *Killer Loop* features the same muffled sound effects and dull explosions as its inspiration, the music is horrendous. Picture the most generic techno beats you can and then imagine it played through a tin can and you'll get the idea.

Taken as a whole, there is definitely more good than bad here and the innovative track design and use of magnetics make the title unique even in its obvious pandering to the *Wipeout* crowd. So turn the music down and take a turn on *Killer Loop*. You may be pleasantly surprised.



Grand Theft Auto 2

MAKE YOUR PARENTS PROUD AND JOIN A GANG...

At one point or another, every one of us has had the urge to just go out and blow something up. Although we can't exactly do so in real life, we can in the virtual world of *Grand Theft Auto 2*. If you've played the original *Grand Theft Auto*, then you know what to expect from the sequel. Some improvements have been made, but the core gameplay is the same.

The biggest improvement to *GTA2* is the addition of different gangs. In the original game, you worked for the faceless mob. Here you have your choice of employers. Who you chose to work for and how you perform those jobs determines how much respect each gang has for you. Gain enough respect and you'll be given tougher jobs. Lose enough respect and gang members will shoot you on sight. Mission variety has improved over the original, but after playing for a few hours, the game still becomes a bit tedious.

PUBLISHER
Rockstar

DEVELOPER
DMA Design

TYPE OF GAME
Action/Driving

◀ Death, destruction and mayhem are the name of the game in *Grand Theft Auto 2*.

A number of minor improvements have been made to the citizens of the city to make everything seem more "real." There are other thugs running around the city who will attempt to mug and carjack you. Thieves will shoot at you and drivers won't always stop and allow you to carjack them — some drivers will attempt to run you down. If you manage to steal a taxi, you can earn extra cash by running fares around town.

A major letdown with the game is the lack of Dual Shock support. *Grand Theft Auto 2* only supports digital control. In a day when nearly everything uses the Dual Shock, it is a disappointment to find a game that does not.

◀ Without Dual Shock support, *GTA 2* won't ever get to be more than a petty thief.

In the end, *Grand Theft Auto 2* is a nice improvement on the original, but it isn't a major rework of the game.

PSM ★ BREAKDOWN

GRAPHICS	3.5
SOUND	3.5
CONTROL	4.5
INNOVATION	4
PRESENTATION	3.5

REPLAY CHART

GAME ★ SUMMARY

- ▲ Course designs are quite imaginative and unique
- ▲ Controls quite smoothly once you play a few times
- ▲ The sense of speed is simply incredible
- ▼ Vehicles are uninspired and look too simple
- ▼ Soundtrack is too generic and muffled to enjoy

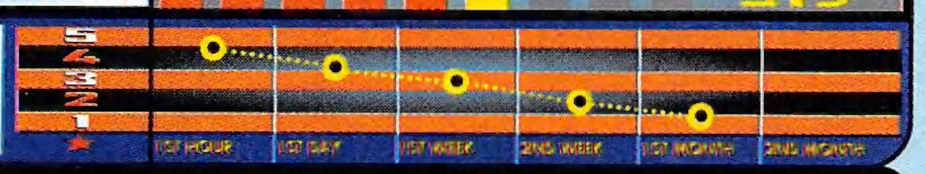
PSM FINAL SCORE: 3½

A good alternative to Wipeout, sans the good soundtrack

PSM ★ BREAKDOWN

GRAPHICS	3
SOUND	3.5
CONTROL	3.5
INNOVATION	2.5
PRESENTATION	3.5

REPLAY CHART

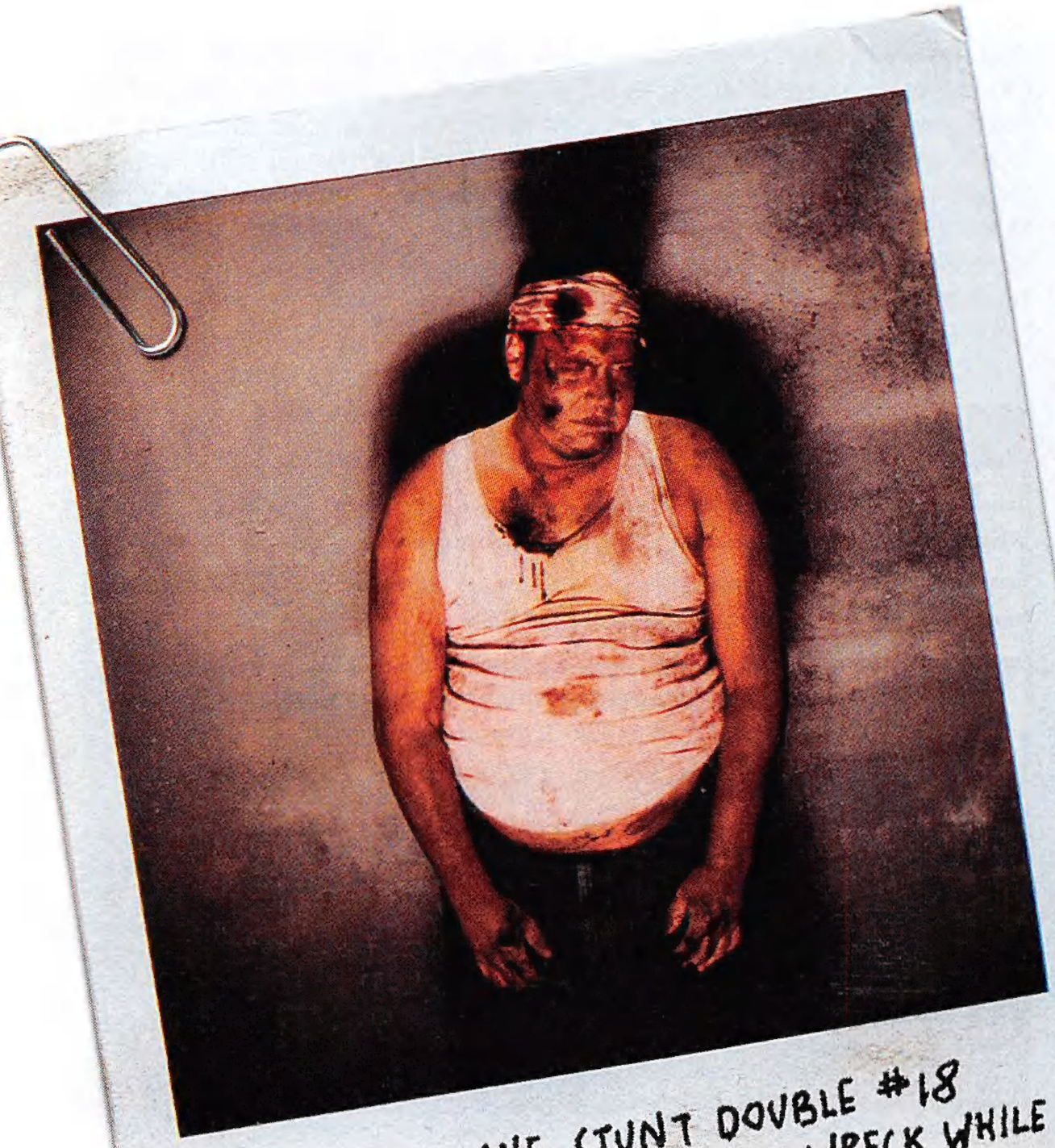


GAME ★ SUMMARY

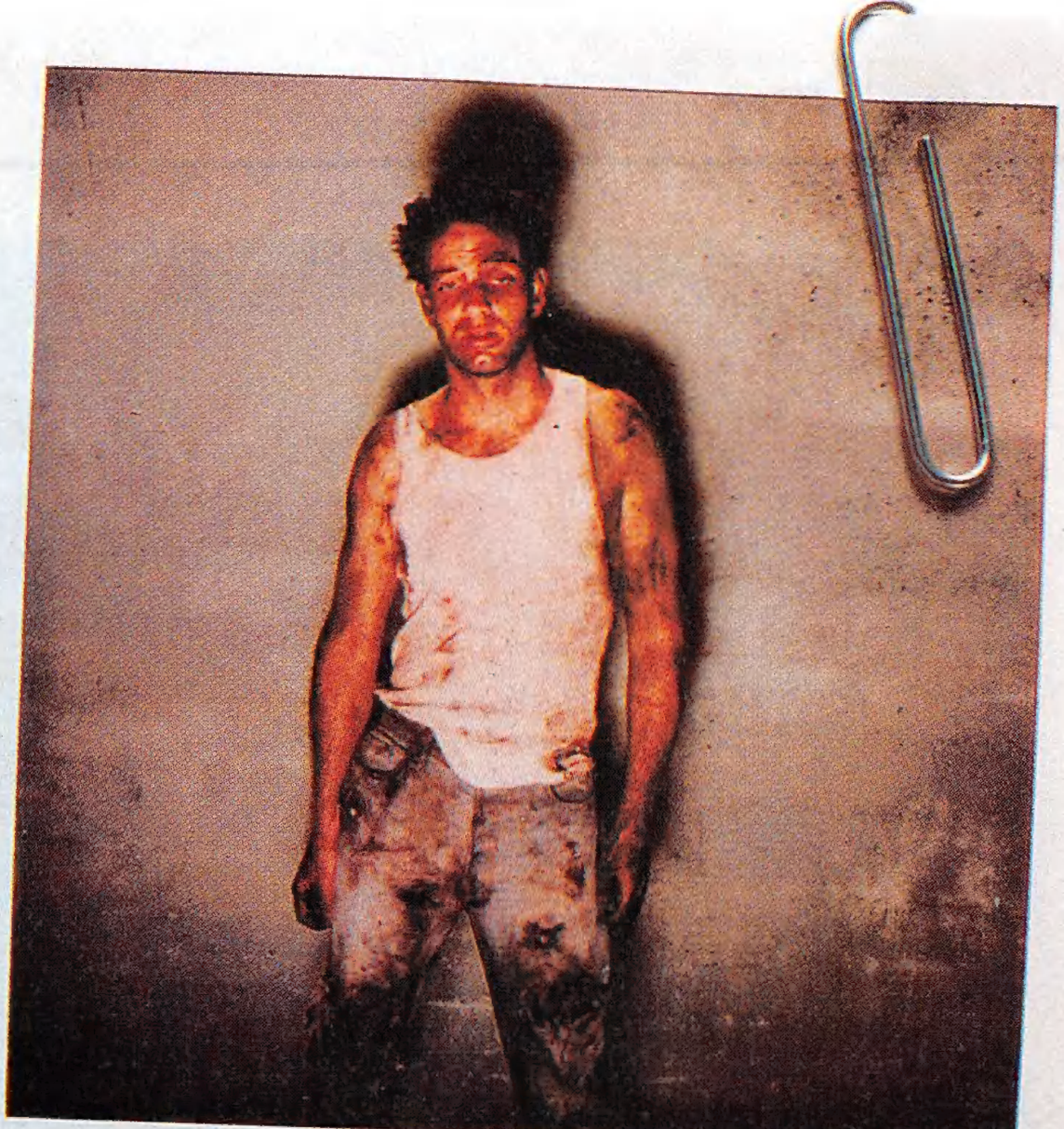
- ▲ The "radio station" soundtrack simply rocks
- ▲ Plenty of destructive weapons to discover
- ▲ Job variety is improved over the original
- ▼ Easy to get disoriented when on foot
- ▼ No analog support at all
- ▼ Game still looks pretty much the same

PSM FINAL SCORE: 3

Only a moderate improvement on the first game



JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORISTS.

DIE HARD TRILOGY 2™

VIVA LAS VEGAS

NASCAR 2000

PUBLISHER
Electronic Arts

DEVELOPER
EA Sports

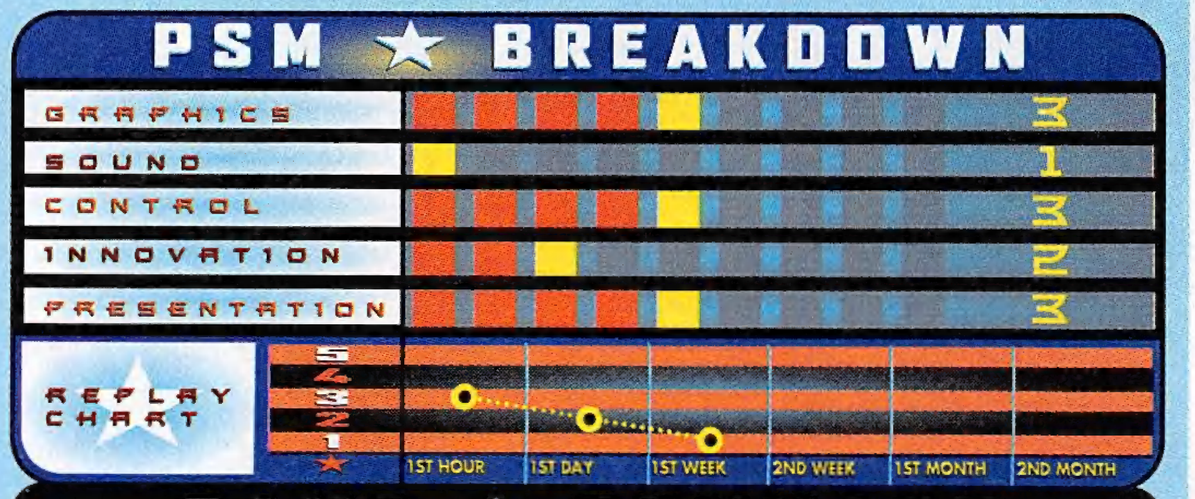
TYPE OF GAME
Racing

◀ Aggressively working your way through the pack can be lots of fun.

CARS NEED TO TURN RIGHT AS WELL AS LEFT!

With that new information taken to heart, NASCAR fans will find EA's *NASCAR 2000* a faithful recreation of the sport, but you can complete most races with one finger on the left analog stick and another holding down the gas and that's it. It's hardly a formidable task. Opponent AI is good (and it can be tweaked further in options) at battling for position and challenging you for the lead, but they rarely, if ever, make mistakes. In over 30 races, we never saw a CPU car hit the wall. Drafting effect, breakdowns and flags can be altered, but in race setup, you only really need to lessen the downforce a bit and perhaps raise the tire pressure to win every race. Car models are high-resolution and look great — particularly in replay — but the rest of the graphics are crappy. The stadiums are flat, low-detail texture maps and track textures are similarly bland. Even using the first-person viewpoint, there's almost no sensation of speed and by the 20th time you've heard your pit crew say 'Hold your line!' in a single race, it's as much as you can do to stay awake. Our tip: don't bother to qualify — that'll just put you at the front of the grid and the only excitement this game has to offer is moving up through the field in the first couple of laps. A season lasts 24 races and the famous Lowe's Motor Speedway event, for example, is 20 laps on the default 5%, but a mind-numbing 400 on full simulation (that's 600 miles, folks!) This is probably all good news for NASCAR enthusiasts, but regular motorsport fans should look elsewhere for their racing thrills.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Great car models with all the right details.
- ▲ A faithful simulation of the tracks and cars
- ▼ Captures little of the atmosphere of the race
- ▼ NASCAR doesn't make for exciting racing games.
- ▼ Totally useless, generic comments from Benny and Bob, the 'live' TV announcers.

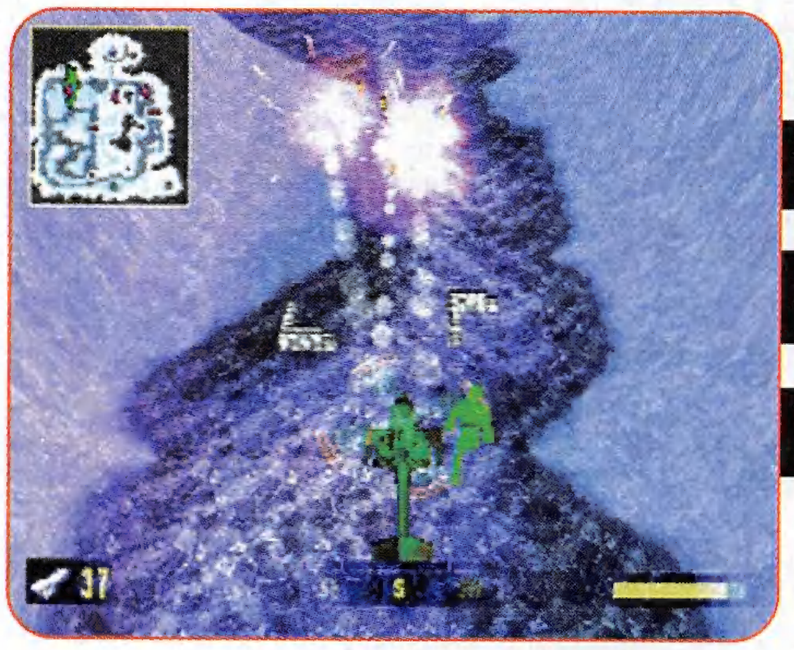
PSM Final Score: 2½

NASCAR 2000 - physical endurance - speed = boredom

Army Men: Air Attack

THE SWEET SMELL OF MOLTEN PLASTIC

Sarge and the boys are back for another dose of plastic soldier bashing with *Army Men: Air Attack*. The battle is now waged from the air, as players control one of four helicopters in a bid to rid the world of the scourge of the tan army. The shooting action is mission-based and it plays very much like the *Strike* series from EA, but there's a bit more to it than that. For starters, there's excellent variety in the missions,



PUBLISHER
3DO

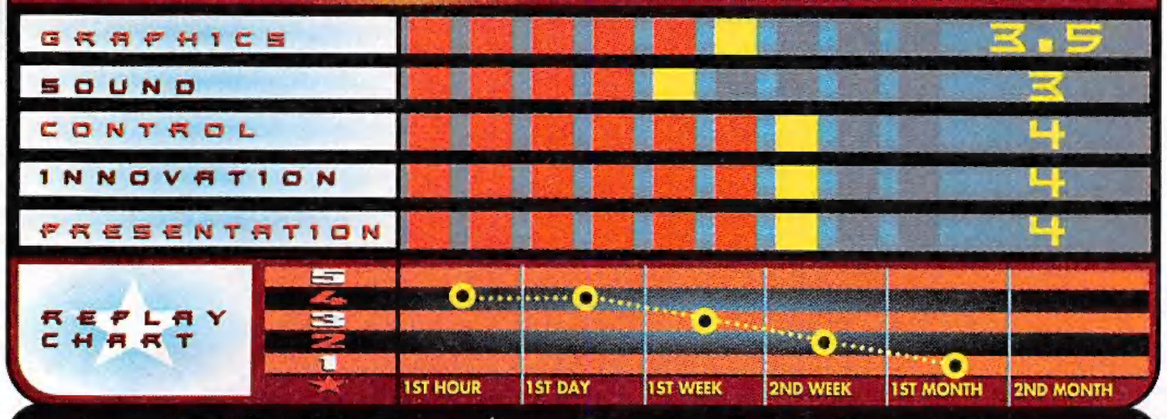
DEVELOPER
3DO

TYPE OF GAME
Shooting

◀ That's Sarge right there under your chopper — this later mission requires you to protect him at all costs.

with a great mix of suitably jokey objectives, such as retrieving an enemy UFO or defending a teddy bear. A sense of continuity to these missions is provided by mock newspaper headlines reporting on the consequences of your performance, giving the game a more structured 'campaign' feel and encouraging you to press on through the increasingly-tricky missions (after mission 9 or so, life gets very chaotic). The simple control system allows you to concentrate fully on the business at hand: blowing stuff up and if you need to take a breather, the game helpfully caters for both memory card and password saves. When you're finally ready to undertake a mission, you're greeted by a luridly bright polygonal world of detailed environments with varying terrain and weather conditions. With so much happening on screen at once, things get a bit choppy at times, but to be honest, this is the least of your worries and you'll notice it more when watching than playing. Tactics come into play in two ways: first, you have several different weapons to hand and it's essential to learn what each does and use them accordingly. Secondly, rushing blindly into enemy forces will quickly see you downed and after you've been blown out of the sky in the opening seconds of a mission a few times, you'll realize you need to give each mission a bit of thought and work out a plan. In summary, Air Attack is a great little shooter which offers deceptively challenging game play.

PSM ★ BREAKDOWN

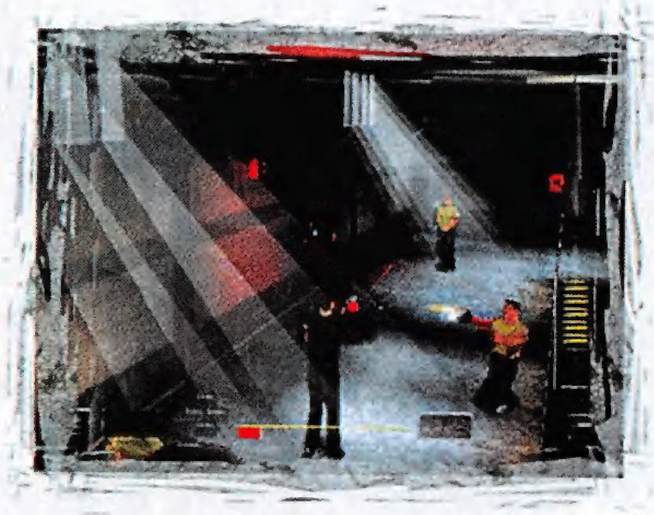


GAME ★ SUMMARY

- ▲ Amusing mission objectives with enough variety to keep your interest
- ▲ Demands just enough tactical play for its genre
- ▲ Good mapping system
- ▼ Choppy frame rate in places
- ▼ Uneven level difficulties:
- ▼ Doubtful replay value once you've completed all 16 missions

PSM Final Score: 4

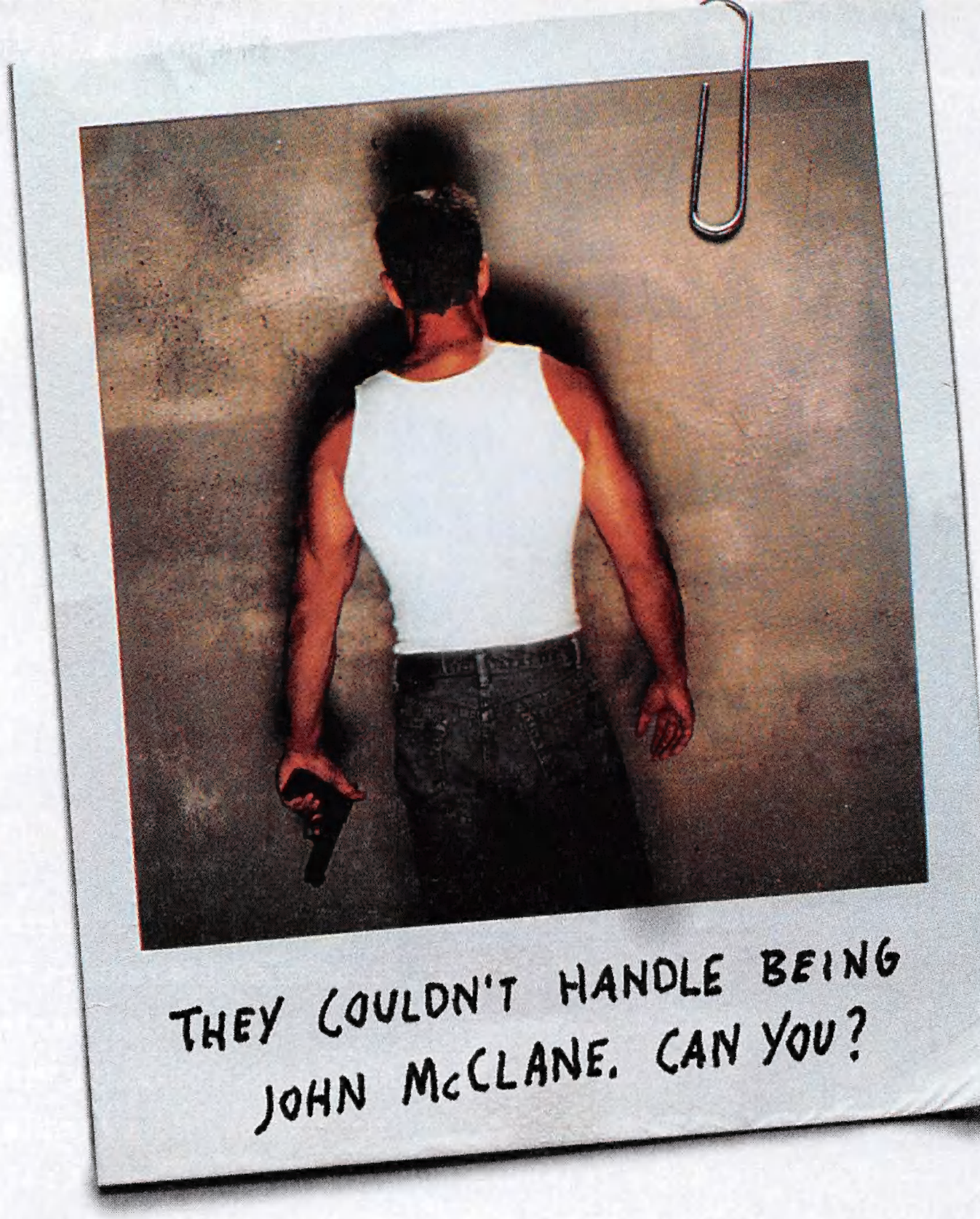
Maybe the best use of the Army Men franchise yet



McCLANE IN 3RD PERSON ACTION MODE.

McCLANE IN SHARPSHOOTER MODE.

McCLANE IN EXTREME DRIVING MODE.



THEY COULDN'T HANDLE BEING JOHN McCLANE. CAN YOU?

JOHN McCLANE IS BACK.
AND LAS VEGAS WILL NEVER BE THE SAME.

IN DIE HARD TRILOGY 2 YOU CAN PLAY YOUR FAVORITE GAME OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

YOUR ENEMIES HAVE ADVANCED AI, SO IT'LL TAKE BOTH STRATEGY AND SKILL TO SAVE HOSTAGES WHILE TRYING TO SAVE YOUR OWN BUTT.

USE TWELVE DIFFERENT WEAPONS TO BATTLE ENEMY TERRORISTS, WHOSE FIVE DAMAGE QUADRANTS MAKE THEM TOUGH TO DROP.

MATURE M CONTENT RATED BY ESRB

FOX INTERACTIVE™

PlayStation®

For mature audiences only.

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GOOD LUCK. YOU'LL NEED IT.

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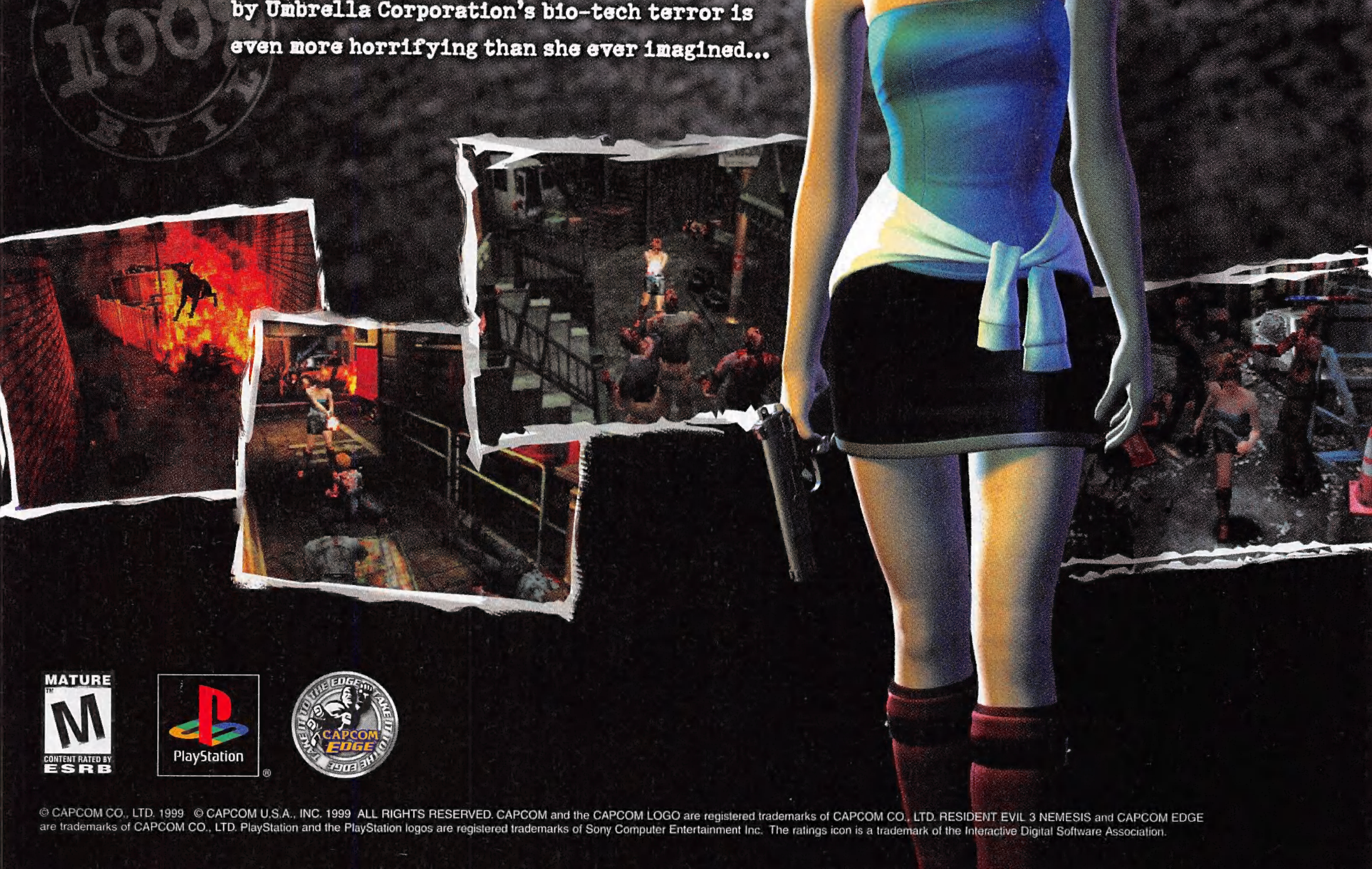
UMBRELLA CORPORATION
G-VIRUS
BATCH 2-A

Some secrets come back to haunt you.

Just days after surviving the grisly disaster at the mansion lab, Jill Valentine resigns from S.T.A.R.S. and attempts to escape a nightmarish city in ruins. Trapped in a town crawling with hordes of flesh-eating zombies, hideous mutants, and a relentless new nemesis, she must rely on cunning and brute force to stay alive. What she soon discovers is that the evil created by Umbrella Corporation's bio-tech terror is even more horrifying than she ever imagined...



MATURE M CONTENT RATED BY ESRB

PlayStation

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CAPCOM

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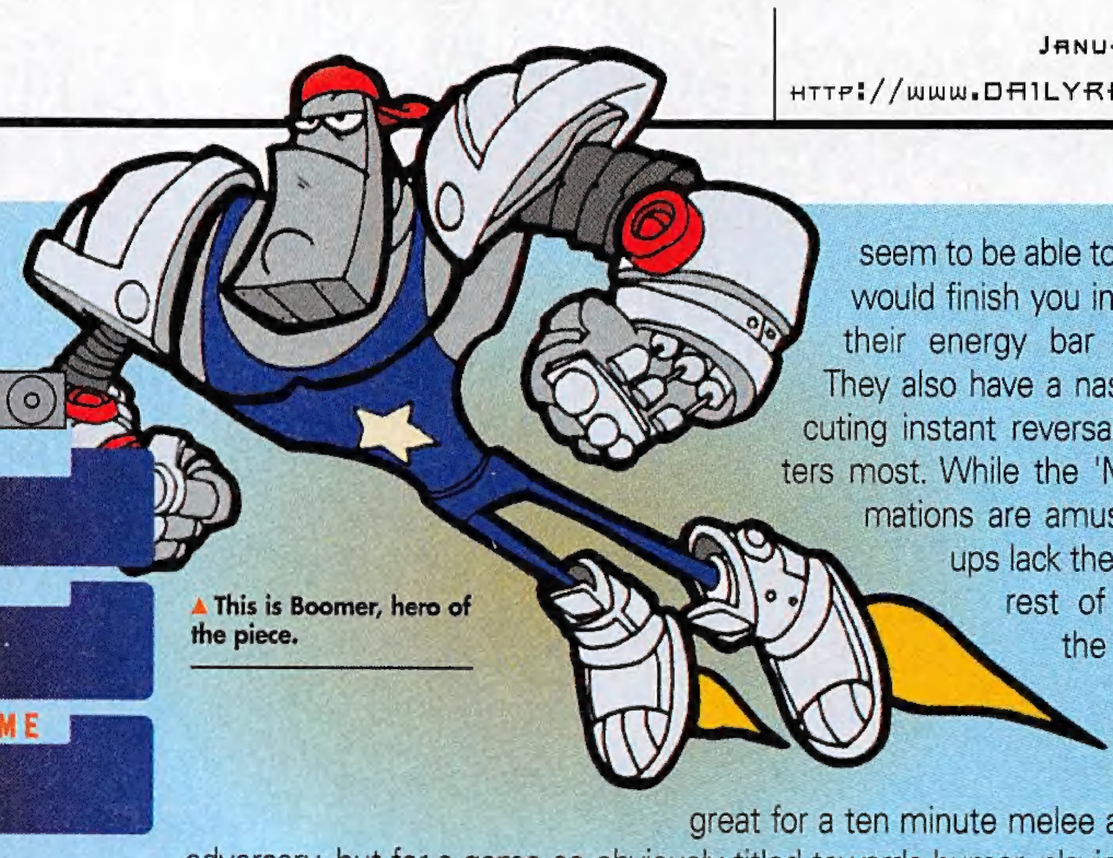
Boombots

◀ Evil Boom proves to be a formidable opponent.



▲ This is Boomer, hero of the piece.

1-2 | NA | 1×

PUBLISHER
SouthPeak Int.

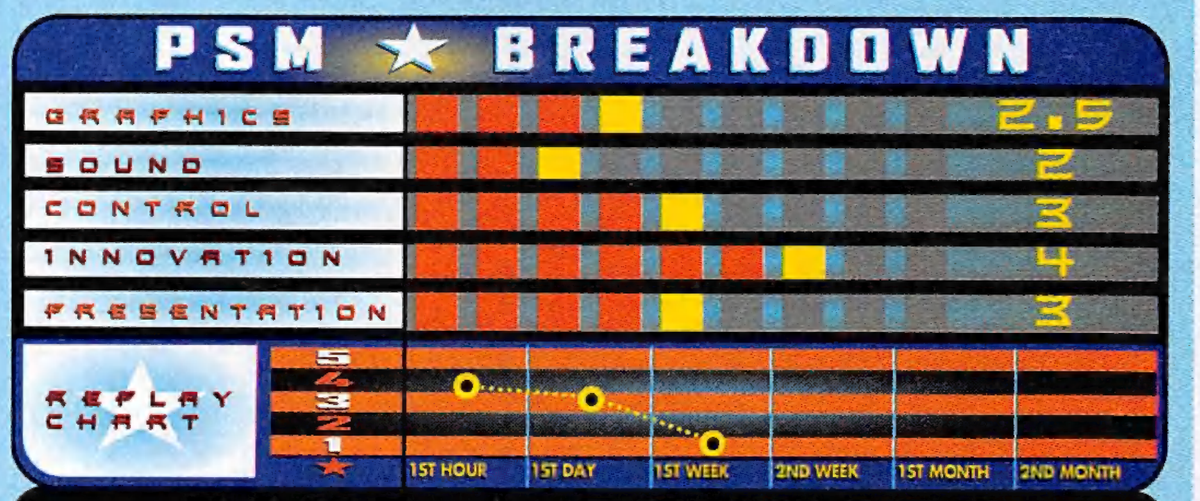
DEVELOPER
The Neverhood

TYPE OF GAME
Action

KLUNKY ROBOT KARACTERS ARE OUR ONLY HOPE

Well, if you didn't know this game was developed by the Neverhood (the guys responsible for *Klayman),* before you played, you would about three seconds into the game. Forsaking graphical prowess for personality, *Boombots* is a simple blast-em-up action game with quirky, clanging robot creations in the starring role. The game is saturated with the Neverhood graphical style and sense of humor with genuinely funny cut scenes between bouts and imaginative robot characters. But it's a style you either love or hate, and as many people who like it will be instantly repulsed by the look of the game. As subtle as napalm, the action in *Boombots* is a furious race to take out your opponent with a mix of Scud missiles, wire-guided rockets, grapples and machine guns. Each of the 15 characters possesses significantly different characteristics (making your initial selection in the main quest mode very important), although to unlock some of these bots you must remain undefeated: a hard task indeed. The arenas are as blocky as the characters running around in them, but it all gives a suitably clunky feel that's in line with the robotic theme. Sadly, the production values of the cut scenes don't make it over to the game play, which is unbalanced and downright unfair in places. Luck plays a major role when you're playing against the computer, since the CPU-controlled opponents seem to be able to absorb hits that would finish you in two shots with their energy bar hardly moving. They also have a nasty habit of executing instant reversals when it matters most. While the 'Mongo' transformations are amusing, the power-ups lack the creativity of the rest of the game and the inventive grapple moves are a pig to pull off. *Boombots* is great for a ten minute melee against a human adversary, but for a game so obviously titled towards humor, playing it doesn't feel like a whole lot of fun.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Good, uncomplicated blasting action in versus mode
- ▲ Plenty of originality: a scarce quality in games today
- ▼ Success down to luck as much as judgement
- ▼ Possesses a raw, unrefined look.
- ▼ No difficulty settings

PSM Final Score:

An amusing concept that leaves you feeling cheated

NBA Showtime: NBA On NBC

DIDN'T WE PLAY THIS SAME GAME FIVE YEARS AGO?

Boggling minds has become a tradition as Midway continues to release supposed sequels to games and doesn't really add anything new or innovative to them. The *Mortal Kombat* series is a classic example of this, and the *Blitz* series is starting to be. However, at least with those two series, each successive game does feature more characters or plays as well as improved graphics. *NBA Showtime* doesn't really improve upon any aspects established by the original arcade title, *NBA Jam*, a game that was developed by basically the same design team. It just has more up-to-date stats and team rosters. Even the graphics aren't that good when you compare them to the other basketball titles that are on the market.

1-4 | E | 1×

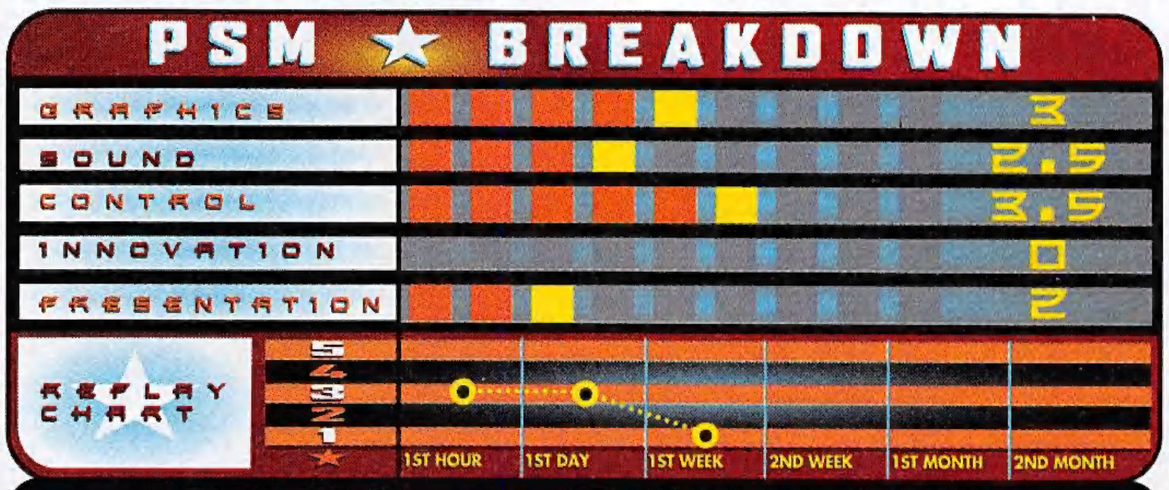
PUBLISHER
Midway

DEVELOPER
Eurocomm

TYPE OF GAME
Basketball

◀ Slam dunks can be fun, but how about nothing but slam dunks for hour after hour?

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ The team rosters and player stats are pretty much up-to-date
- ▲ Four people can play head-to-head against each other
- ▼ Exact same gameplay as NBA Jam
- ▼ No additional features or modes added

Comparison-wise, if you've played *NBA Jam* or any other variation of it, then you've played *NBA Showtime*. They're virtually the same game in all aspects. There's still only three buttons used for playing: Turbo, Shoot and Pass. The familiar high-elevation slam dunks are here and crazier than ever and the no-rules gameplay is still strictly enforced. There's also still no real depth to the game at all. In fact, the only major difference we could find between *Jam* and *Showtime* is the inclusion of Free Throws , which don't show up that much.

Is *NBA Showtime* fun? Sure, about five years ago. Now, it just feels extremely dated and very, very basic. There's simply no fun just running back and forth across the court trying to do slam dunk after slam dunk. If you truly want a basketball game that has an arcade feel, just look for *NBA Jam T.E.* or *NBA Hangtime* in your local videogame budget bin. You'll get exactly the same gameplay experience, but will save $20-30 in the process.

PSM Final Score:

This is one series that should just die

Just pop MTV MUSIC GENERATOR™ into your PlayStation®

and prepare to create music magic. Whether you're a beginner

or a whiz, you'll amaze yourself with your homemade jams.

Experiment with 1500 riffs and 3000 instrument sounds to create infinite

music possibilities, then make a matching 3-D video

and save it all to memory to play for your friends. It's MUSIC CREATION

FOR THE PLAYSTATION... and it rocks. So will you.

EXPRESS YOUR INNER BEATS

Combine instrument sounds and riffs into cool musical jams, creating rock, hip hop, drum & bass, techno and house tracks.

Produce amazing videos with over 300 shapes, lights and effects, then save your creation to a memory card to play for friends.

Create amazing variations by combining blocks of music, then play with up to four friends in jam sessions via Multi Tap.

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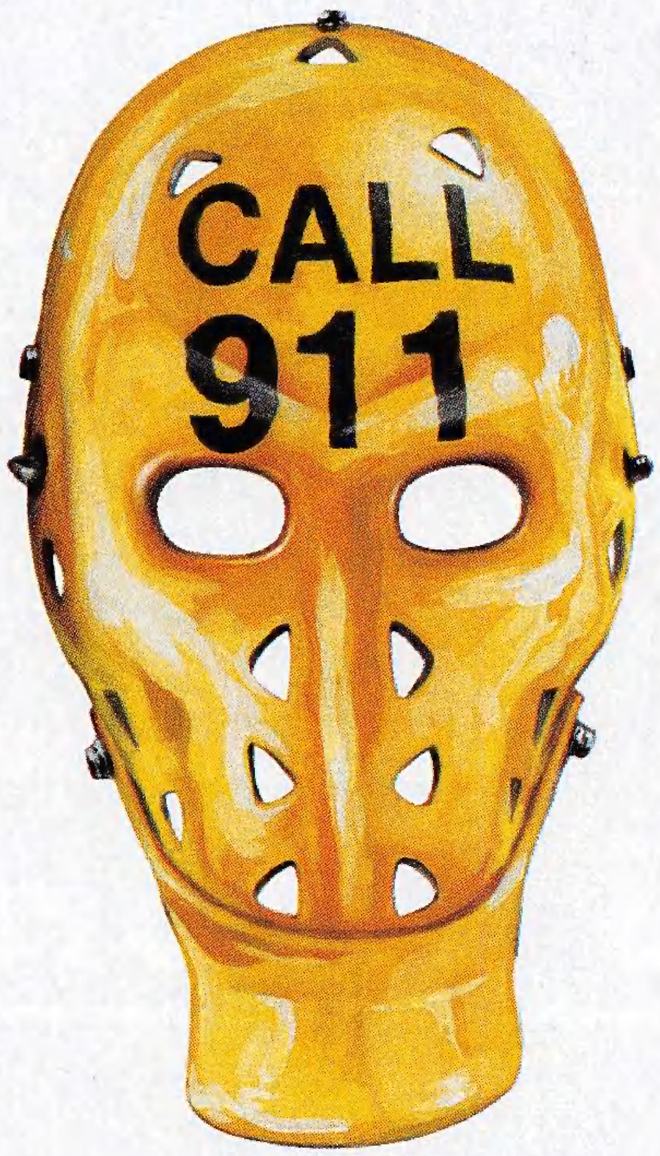

Jaromir Jagr. Humbling goalies since 1990.

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Textbook Hockey AI

NEW Player Graphics

THE DUKES OF HAZZARD™

RACING FOR HOME

SOUTHPEAK™ INTERACTIVE

I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

A Mission-Based Arcade Racing Game

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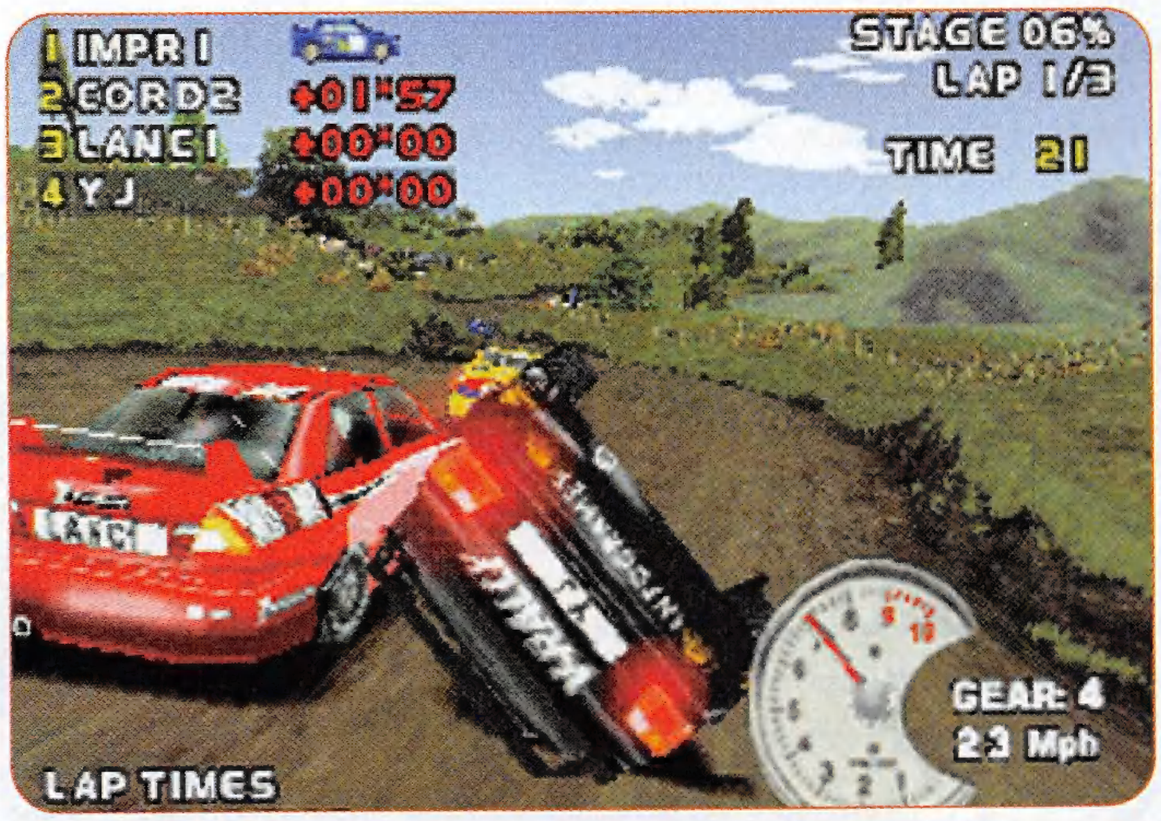
V-Rally 2: Need For Speed

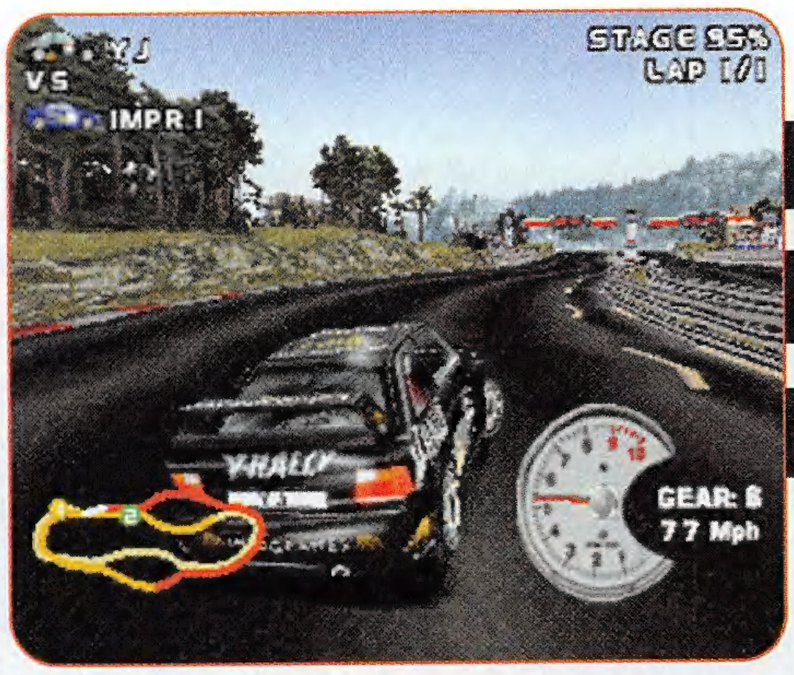


▲ You better get used to this view: this is how you see most races run away from you.

KIND OF A BUMPY RIDE...

Presenting excellent representations of genuine WRC cars and even more tracks than the seam-busting original game, *V-Rally 2: Need for Speed* offers players an interesting mix of simulation and arcade racing to suit individual playing styles. Try to best other competitors' times in a solo race to the finish line, just like in the real thing, or go for the trophy and arcade modes that put three competing cars in with you. There are 16 vehicles to choose from initially and success rewards you with the usual unlocked cars (ten of them) and the opportunity to advance to the next stage. The expected time trial mode is here, but far better is the track editor, adding immense replay value to the game if you ever get sick of the standard 84 stages in 12 different countries. Handling of the cars intentionally straddles the gap between realism and adrenaline rush, with swingy, but responsive turning that makes powersliding a joy to perform. You can drive off-road without being stopped dead in your tracks by a tiny rock, like in similar games and the game has superbly evocative sound. On the downside, however, this joy of discovering there's no 'invisible wall' is quickly and drastically diminished by the fact that driving over the smallest undulation in the scenery is likely to put the car on its back. Your main concern during a race soon becomes not winning, but attempting to stay on all four wheels. Also, placing high in Championship mode is far easier than in Trophy mode. You can still win each stage after crashing several times during a Championship, but doing the same in Trophy will put you last. This is all a real shame, because the graphics are very pretty at times (particularly the night driving), CPU cars make mistakes, adding to the realism, and the car damage is great, with some hits feeling really bone-jarring through the Dual Shock controller. A mixed bag, then, but still currently your best choice for a good rally driving game.

▶ Your car can get really dirty when it's muddy AND raining.



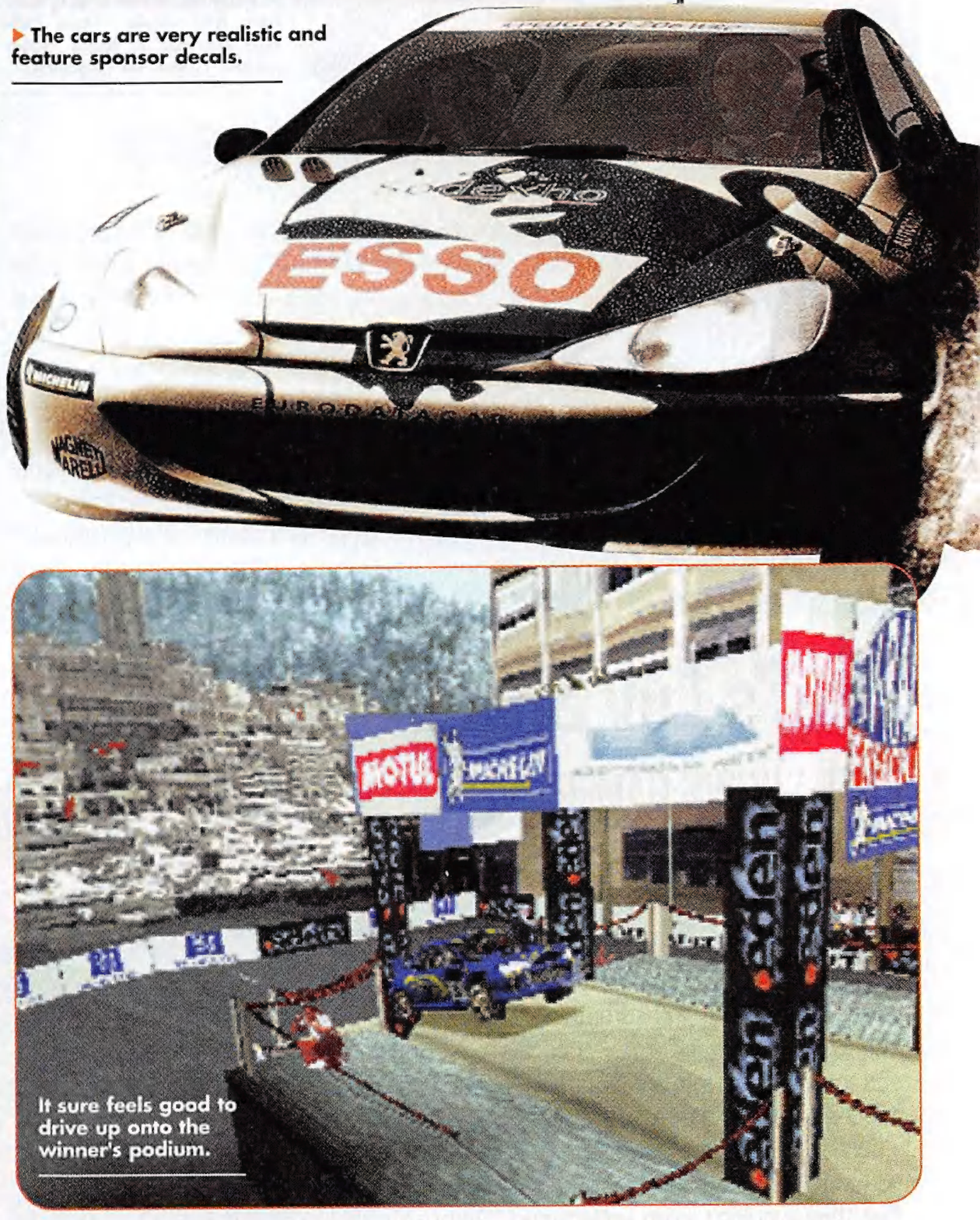
PUBLISHER
EA

DEVELOPER
Infogrames

TYPE OF GAME
Racing

◀ Some of the tracks are circuit-based and the racing is one-on-one.

▶ The cars are very realistic and feature sponsor decals.

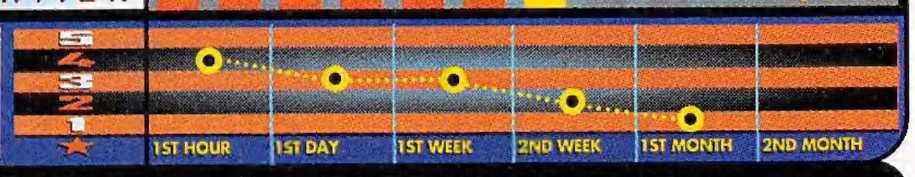


It sure feels good to drive up onto the winner's podium.

PSM ★ BREAKDOWN

GRAPHICS	3.5
SOUND	3.5
CONTROL	3
INNOVATION	3.5
PRESENTATION	4

REPLAY CHART



GAME ★ SUMMARY

- ▲ The powersliding feels great and it's easy to control the cars
- ▲ Great extra cars and the track editor increase longevity
- ▼ Overturning constantly may be realistic, but it's not much fun
- ▼ Uneven challenge between game modes

PSM FINAL SCORE: 3½

The best rally driving right now, but not without flaws

Pong

1-4 | E | 1x

PUBLISHER
Hasbro

DEVELOPER
Supersonic

TYPE OF GAME
Classic

◀ *Pong* has come a long way from the simple "white bars and ball on a black background" game we all played.

THE FIRST VIDEOGAME EVER GETS A MAKEOVER

Back in 1972, when Nolan Bushnell invented *Pong*, we're sure that he never envisioned that the game would eventually help to create a billion dollar videogame industry. Well, it did. And now, after 27 years, that simple ball-and-paddle game is being reborn, thanks to Hasbro.

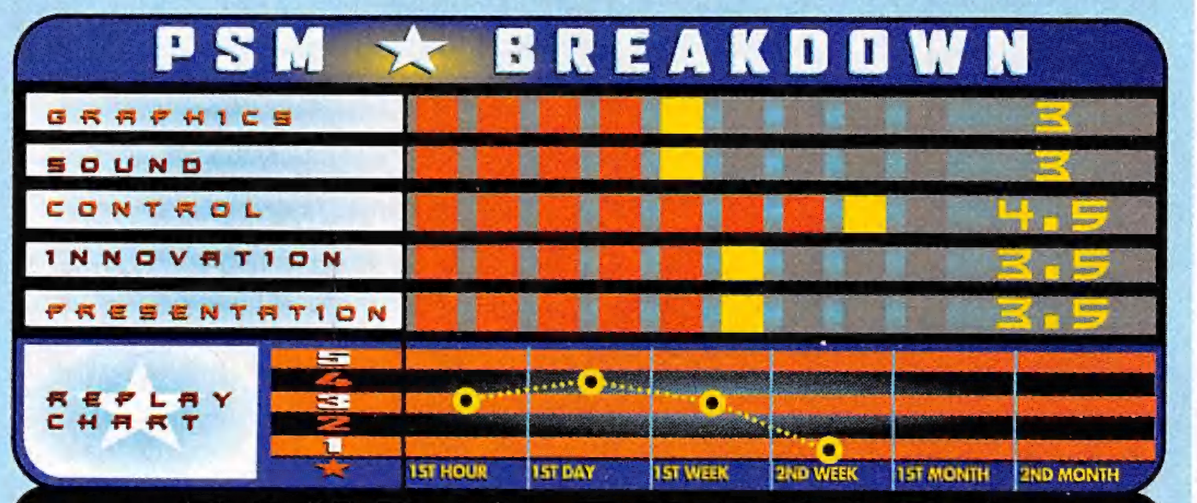
The company basically took the basic premise behind *Pong* and gave it a shot of adrenaline. Everything's in 3D now, including the paddles, and there's a lot more strategy involved. No longer can you just focus on hitting the little bouncing ball. Randomly appearing power-ups and transforming backgrounds will keep you on your toes, while the various unlockable secrets will keep you coming back for more.

Pong features around twenty levels in all, ranging from a polar background with waddling penguins to an Aztec temple with spear traps, so there's definitely not a lack of variety. There's even support for the Multi-tap, so up to four people can play against each other, either individually or in teams.

It's often said that the simplest ideas make the best games. In the case of *Pong*, that couldn't be more true. Hasbro did a wonderful job bringing the classic game back into the spotlight and has added just enough features to make it fresh and exciting once again. The only real complaint we could come up with is that the difficulty curve is not as smooth as it should be. You can be beating the CPU rather consistently, and then you get to a level where the CPU is just amazingly hard. There is no real smooth transition here.

Still, if you're on the lookout for a party game or just want to have fun without thinking too much, *Pong* is just what the doctor ordered. Who would have thought that hitting a ball back and forth across the screen could be so fun? We certainly didn't.

PSM ★ BREAKDOWN



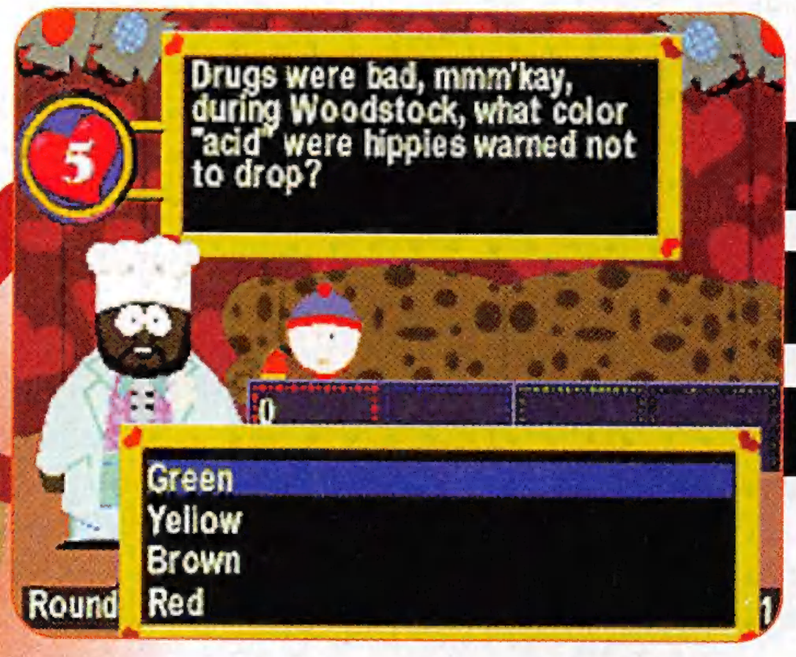
GAME ★ SUMMARY

- ▲ Nice variety of backgrounds to play on
- ▲ Being able to play against three other players is a real plus
- ▲ Simple premise so anyone can play the game
- ▼ Loading times could have been a bit better
- ▼ Difficulty curve is not very smooth

PSM FINAL SCORE: 4
One of the best classic game makeovers we've seen

Chef's Luv Shack

CHEF SHOWS GAMERS VERY LITTLE LOVE



1-4 | T | 1x

PUBLISHER
Acclaim

DEVELOPER
Acclaim Studios

TYPE OF GAME
Quiz

◀ The questions are somewhat obscure in *Luv Shack*. The correct answer, by the way, is brown.

Well, in its latest attempt to cash in on the slowly dwindling *South Park* franchise, Acclaim is trying something a little bit different. *Chef's Luv Shack* takes America's most vulgar kids and throws them into a very unfamiliar and uncool situation: a televised game show.

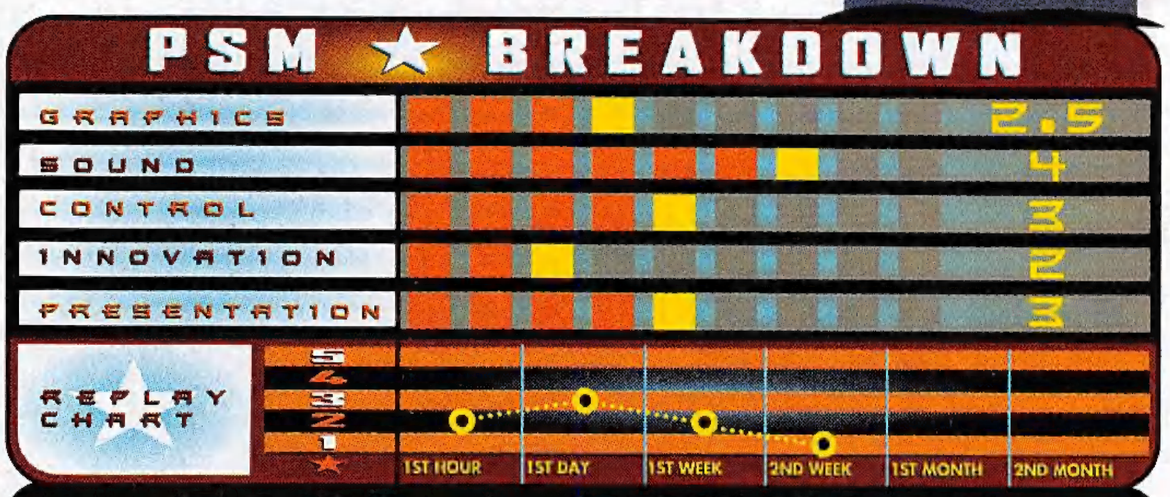
With Chef as the game show's lovely host, it's up to you to make your parents proud by answering questions that they wouldn't even understand. Every so often, a mini-game will pop up and challenge your manual dexterity and patience, so you're going to have to rely on more than just your mental abilities. And, just as you would expect, be the one with the most points at the end of the game and you win a full-color, action-packed, adrenaline-pumping credits sequence. Yeah, right.

With its simplistic designs and very basic game premise, you would expect *Luv Shack* to work brilliantly, but it just comes off as very average. Several factors just prevent it from being as fun as it should be. The first factor, and our main gripe, is that the game has too much loading time...way too much. You end up sitting there waiting for segments to load for almost as long as you're playing the actual game.

Also, the actual questions that are asked cater to a very small range of people. Basically, if don't watch *South Park* (obviously) or know a lot of obscure American culture facts, then this game isn't for you. That's just too bad because Acclaim could have made this game more mainstream, and still had a nice variety of challenging questions. They decided to go in an entirely different direction and come up with questions that will stump even *South Park* experts (all two of them).

If you are the most hardcore of *South Park* fans, then *Luv Shack* may interest you for a short period. However, if you want a more mainstream and enjoyable quiz game, then go for *You Don't Know Jack*.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Inclusion of mini-games adds a bit more challenge and fun
- ▲ Four players can compete, so it's a fun party game
- ▼ There is way too much loading time
- ▼ Again, there is way too much loading time
- ▼ Questions are way too obscure for most people

PSM FINAL SCORE: 2½
Not the best genre for a South Park game

She's the DragonLady, and she's after You!

"The **secret is yours**, young Johnny Ace. Fight! Hide! Resist! Run! She won't stop until she gets the one thing you possess.

Access.

"**Access to** the **hottest place** for pop culture entertainment, gossip, auctions and shopping. All the cool stuff! The **games, videos, DVDs, toys, anime** and **music** those on the outside wait months to get.

"The Dragon Lady wants it for her own evil ways. You must be strong, Johnny and never divulge the password,

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eyeball melting weekly animated episodes

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acexchange
auction and trade to the max.

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read the latest toy, game and movie news and reviews.

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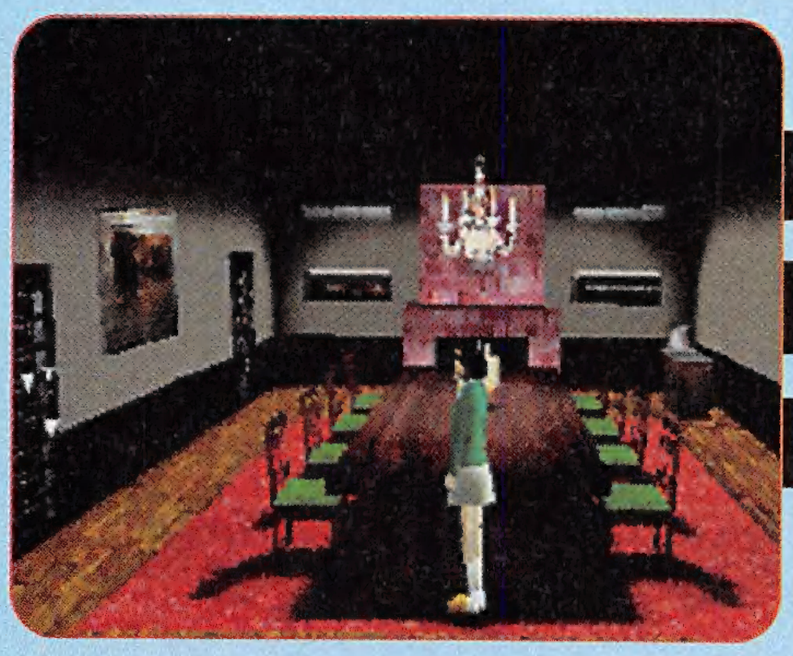
Clock Tower II: Struggle Within



PUBLISHER
Agetec

DEVELOPER
Human Corp.

TYPE OF GAME
Graphic Adventure

◀ Simplistic graphics and a very slow game pace greatly reduce the enjoyment of *Clock Tower II*.

A LACKING ADVENTURE THAT WAS RELEASED TOO LATE

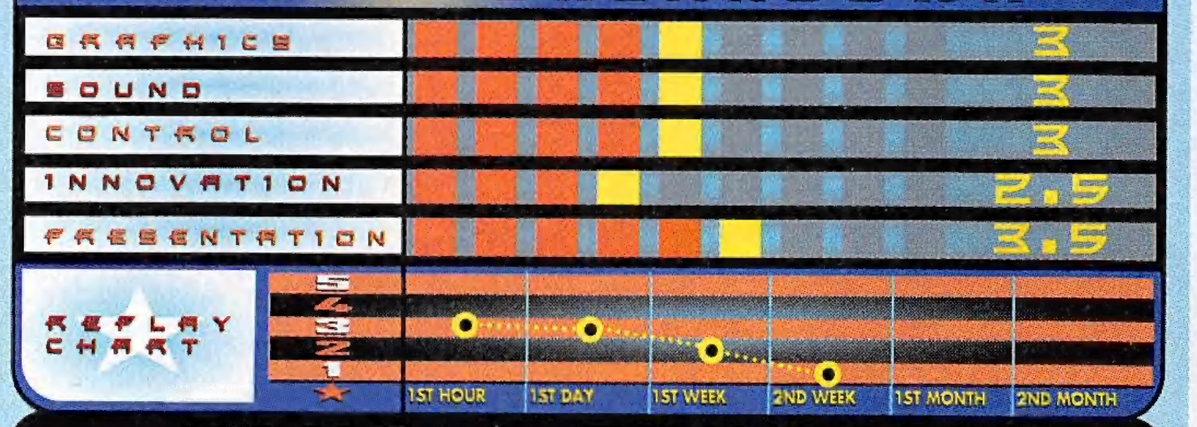
The sequel to *Clock Tower* focuses on the life of a seventeen-year-old girl by the name of Alyssa Hale. Visiting her father's friend, Mr. Tate, Alyssa discovers that no one is home, despite the fact that she was expected. Exploring the house, she discovers the corpse of a strange creature and several unanswered questions. Now, it's up to her to figure out what happened to the Tate family and discover the secret behind a mysterious amulet.

While the story is alright, it seems Agetec took too long bringing this *Clock Tower* sequel to the U.S. Back when it was released in Japan, the graphics looked adequate and the gameplay was at least a little bit innovative. Now, however, it almost looks like a homemade Yaroze game with very sparse environments, limited character animation and less-than-stellar voice acting. The game simply doesn't have anything that would make you want to jump in and play it. And as far as this genre goes, *CT II* is actually pretty boring. You wind up just walking from room to room, clicking on anything you can. There is no real story progression or strategy involved. When something exciting happens, it is quickly forgotten, because you have to have to start walking from room to room and clicking on random things again. To make things even worse, items don't stay in their set locations. For example, one time, you may open a drawer and find a gun. However, if you leave and come back a little bit later, the drawer will contain a First-Aid kit instead of the gun. What sense does that make?

On the plus side, the game does have 13 distinct endings, which vastly increases the replay value and support for the PlayStation mouse (for those three of you who actually bought it). However, there is no set way of knowing what ending you are going to get. It's just trial and error.

While it's not Agetec's fault that the game is not that great, it is the company's fault that they took so long to bring it out. Against the rest of the games being released this holiday season, *Clock Tower II* doesn't provide anything new.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Numerous endings helps the replay value
- ▲ Use of Dual Shock's vibration is quite good
- ▲ Panic Mode is a unique way of dealing with confrontations
- ▼ Lots of walking around without anything cool happening
- ▼ Graphics are limited and appear quite sparse

PSM Final Score: 2½
It's a struggle just to keep playing this game

Tomorrow Never Dies

007 IS STARTING TO SHOOT SOME BLANKS

Since the release of *Goldeneye* on the Nintendo 64, PlayStation owners have been hoping for an equivalent gaming experience on their console. Sadly, it doesn't look like they will ever get it, as E.A.'s *Tomorrow Never Dies* heads in an entirely different direction.

There are certain things you expect from a Bond game: cool gadgets, awesome firepower and an interesting villain. *Tomorrow Never Dies* doesn't really have any of these things. What gadgets you get are severely limited and can only be used for certain sections of specific levels. Weapons are also sparse, so you basically have to rely on the standard PK7 or Assault Rifle to make it through most of the levels. Every so often, other weapons present themselves, but they aren't that much different. The sole exception is the Sniper Rifle, which comes in very handy thanks to its extended firing range.

To make matters worse, *TND* also suffers from some other frustrating elements, such as one-way invisible walls (where the enemy can shoot you, but you can't shoot them), a practically useless peek-your-head-around-a-corner move that almost always results you getting hit, and strange enemy troop behavior. You can shoot a bullet right past their face and they don't even move, but you peak your head to look at them and they turn around and start shooting at you. What sense does that make?

We might have rated this game slightly higher if the originally planned multiplayer features were included, but they weren't. So what's left is a very average action game that happens to be wrapped up in a pretty license. Throw in the fact that there's no real depth to *TND* and that most gamers should be able to finish it in 4-5 hours, and you end up with a title that's more of a reluctant rental rather than a must-have purchase.

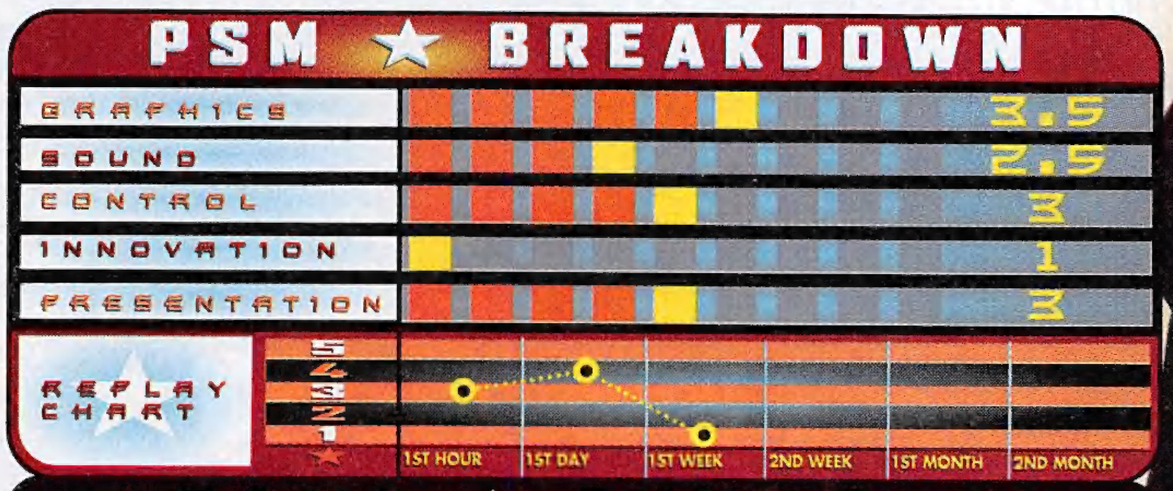
PUBLISHER
Electronic Arts

DEVELOPER
Black Ops

TYPE OF GAME
Action

◀ 007 is back, but the main question has to be: is it really worth it?

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Skiing and driving "levels" add a bit of variety
- ▲ Decent soundtrack to listen to
- ▼ Inconsistent enemy A.I. is annoying
- ▼ Game is extremely short by today's standards
- ▼ You have to completely start over if you die
- ▼ Practically no depth; just run and shoot

PSM Final Score: 2½
How long did this game take to make?

Twisted Metal 4

PUBLISHER
989 Studios

DEVELOPER
989 Studios

TYPE OF GAME
Car Combat

◀ Only a few new weapons have been added in *Twisted Metal 4*, but at least the new vehicles are fairly interesting.

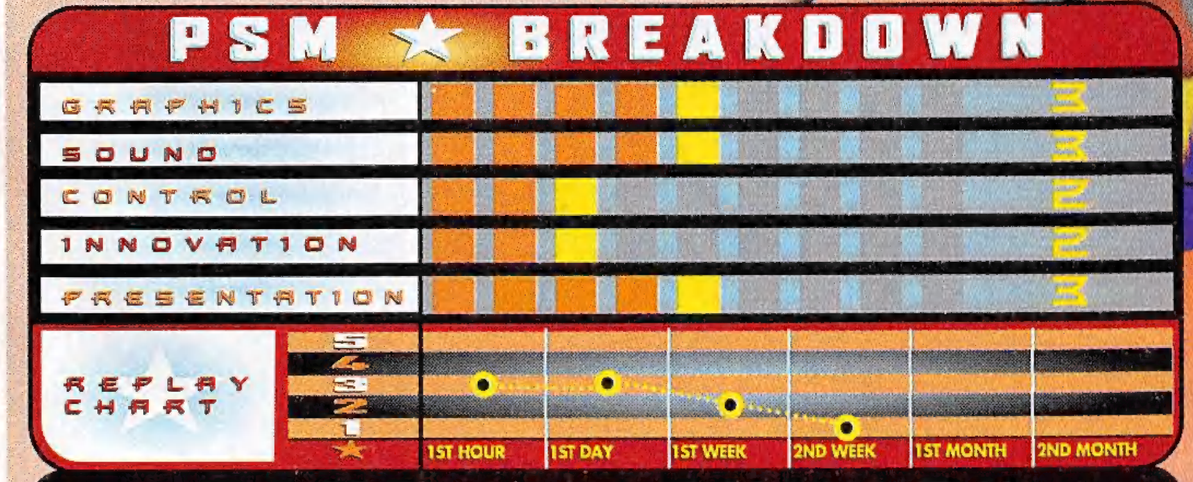
A BETTER SEQUEL, BUT NOT THE BEST

For most fans, including us here at PSM, *Twisted Metal 3* was a big disappointment. *TM 2* was absolutely brilliant, the best car combat action of its time, but when the franchise left the Single Trac development house and went to 989 Studios, the series definitely took a turn for the worse. The story line and characters, as well as the environments, were all watered down. The game had lost that over-the-top edge that drew so many dedicated fans. In the latest sequel, *TM 4*, 989 Studios have definitely tried to improve those areas which were so lacking in the last game and, in many ways, they succeeded, but unfortunately this still isn't the *Twisted Metal* to take back the car combat throne.

The storyline is one of the elements that was obviously focused on with a great opening sequence leading to a fun plot twist. The star this time around is, without a doubt, Sweet Tooth, who has taken over the tournament. The characters this time are also much better, with loads of new ones, like a family station wagon driven by the Jonses family, a pizza delivery boy and a meter maid, among many others. We were compelled to try them all. Sticking to the original formula, they all have a unique special weapon. The graphics have had an overhaul and it shows. The vehicles look pretty good and will show damage as you acquire it, as well as the environments, which for the most part are also much improved over the last game. Control is not terribly great — even with a digital D-pad, there is much left to be desired. Targeting your weapons on an enemy or even driving up a ramp can prove quite frustrating. Those hidden special moves and attacks are easier than ever to pull off, however. The biggest problem we had with the game has to be the lack of interactivity you get with the environment. On some levels you will find all the secrets within five minutes of play. There are some surprises, but compared to *Vigilante 8*, *Vigilante 8: 2nd Offense*, or even *Twisted Metal 2*, there just isn't enough to do.

A huge advancement for the series is the inclusion of a new Create A Car mode and a four-player, split screen death match mode. These two new additions will give many a reason to pick this game up, but unfortunately, they both fall a little short. The Create A Car mode does give you some customability, but the range of paint jobs and body styles are far too limited to give you any sense that your car is completely unique. As for the four-player action, we really enjoyed it, but gameplay did suffer from a slow frame rate, which left us with the feeling that the game wasn't what it could have been.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Best looking Twisted Metal yet
- ▲ Create your own car... sort of...
- ▲ Four player death match mode
- ▼ Not enough to do in each environment
- ▼ Control has taken a turn for the worse

PSM Final Score: 2½

Much improved, but still not the king

▲ One of the new characters is this pizza deliver guy. Exploding pizza, anyone?

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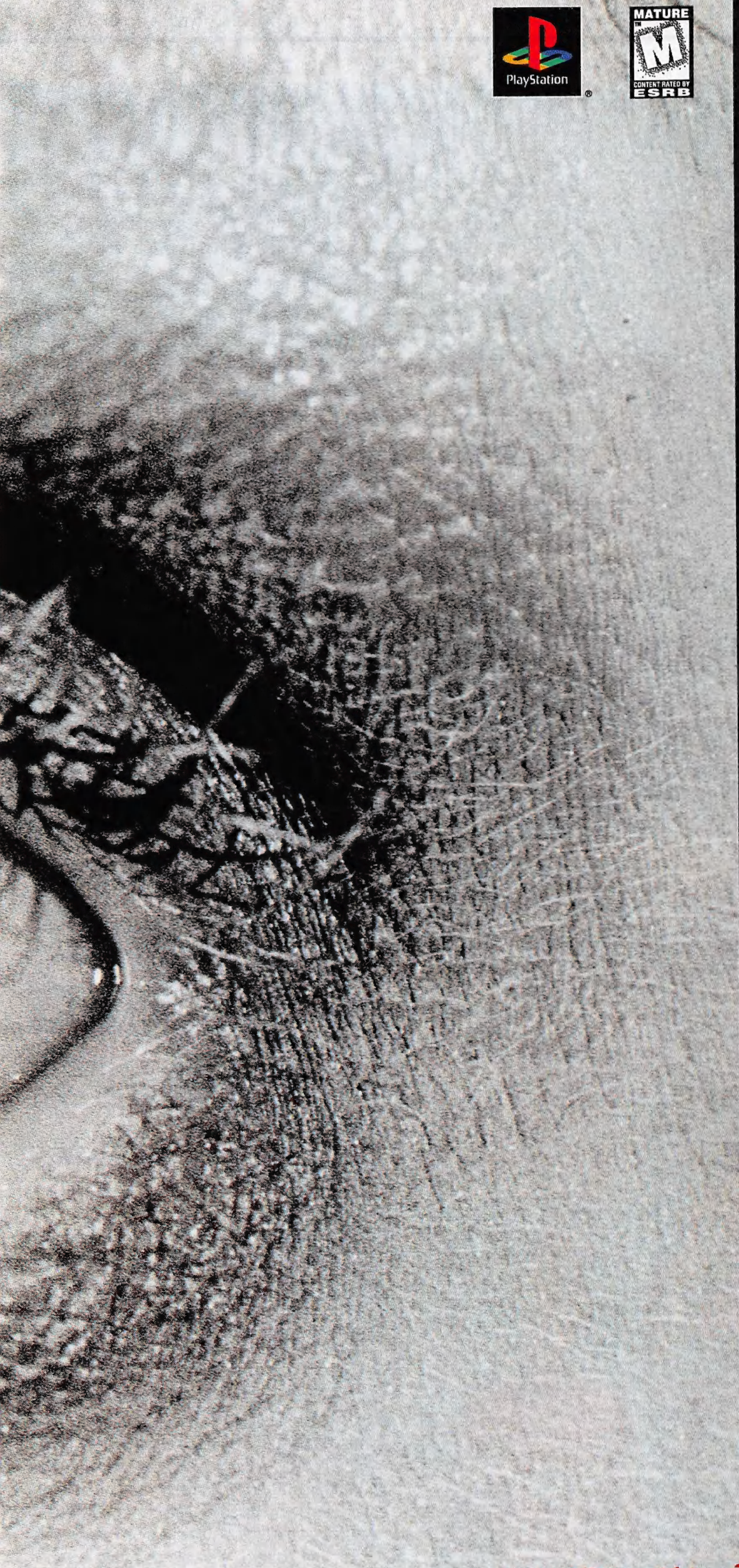

PlayStation

MATURE
M
CONTENT RATED BY ESRB

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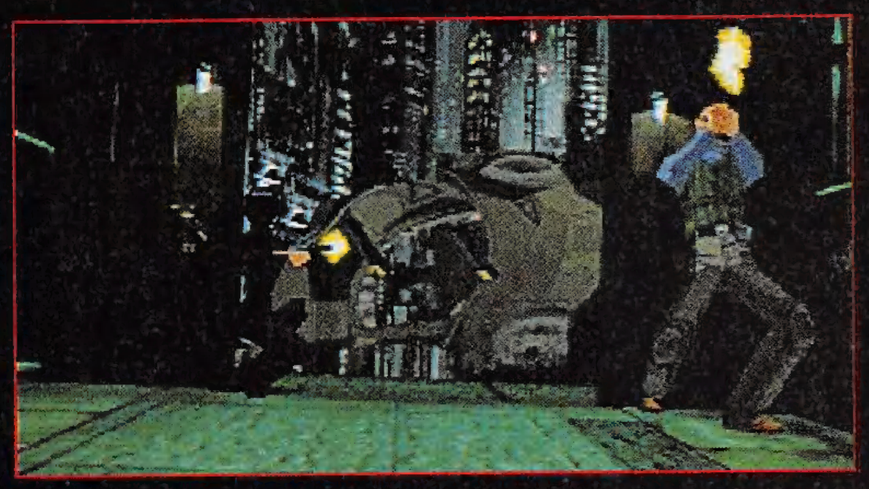

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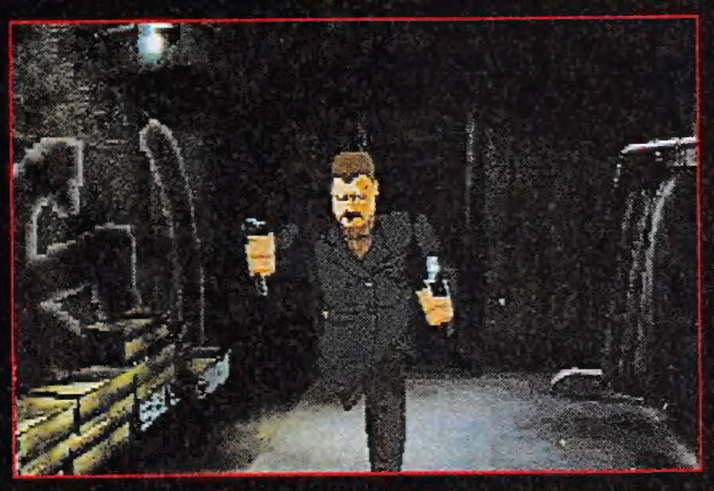

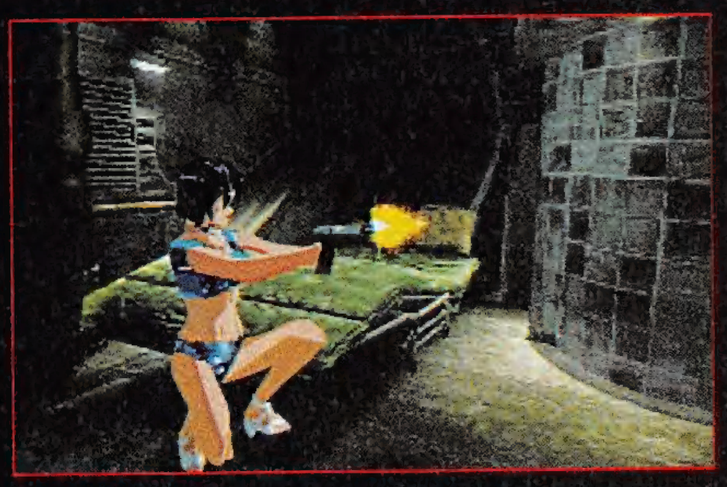

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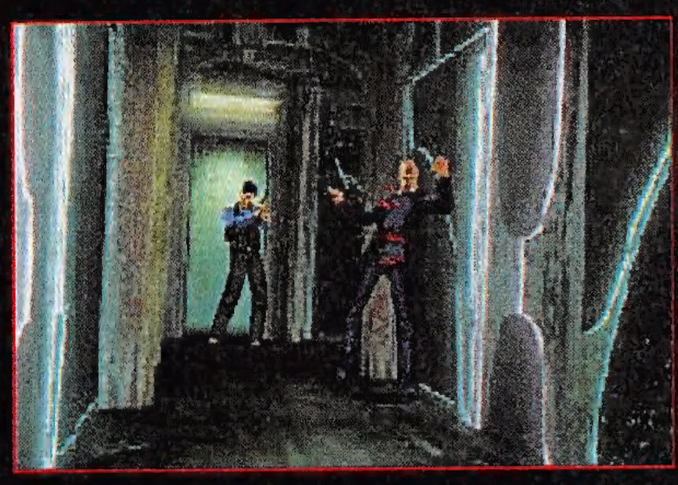

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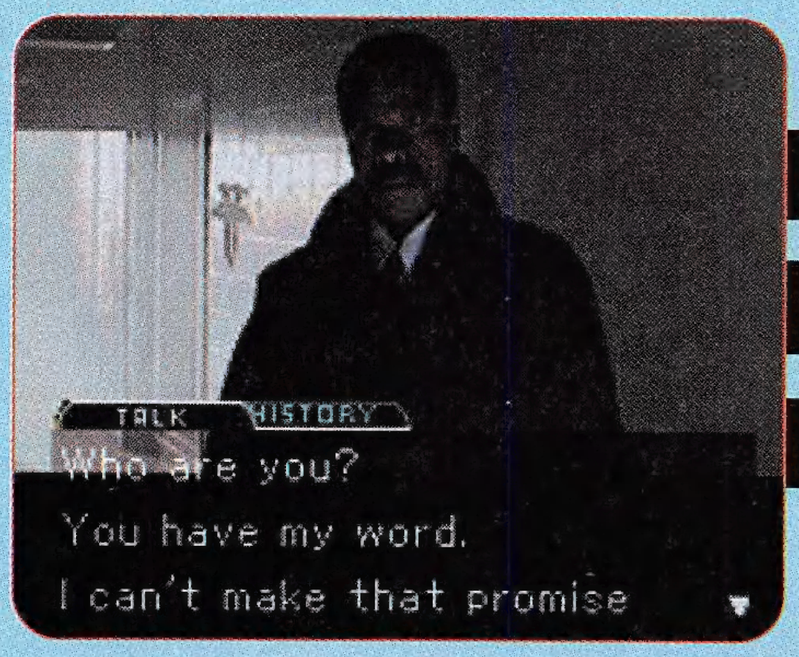
The X-Files



PUBLISHER
Fox Interactive

DEVELOPER
Hyperbole Studios

TYPE OF GAME
Adventure

◀ You click the button and you make your choice. Questioning the game characters is your primary duty in The *X-Files*.

LIKE AN UNDEAD BEAST, FMV RISES AGAIN

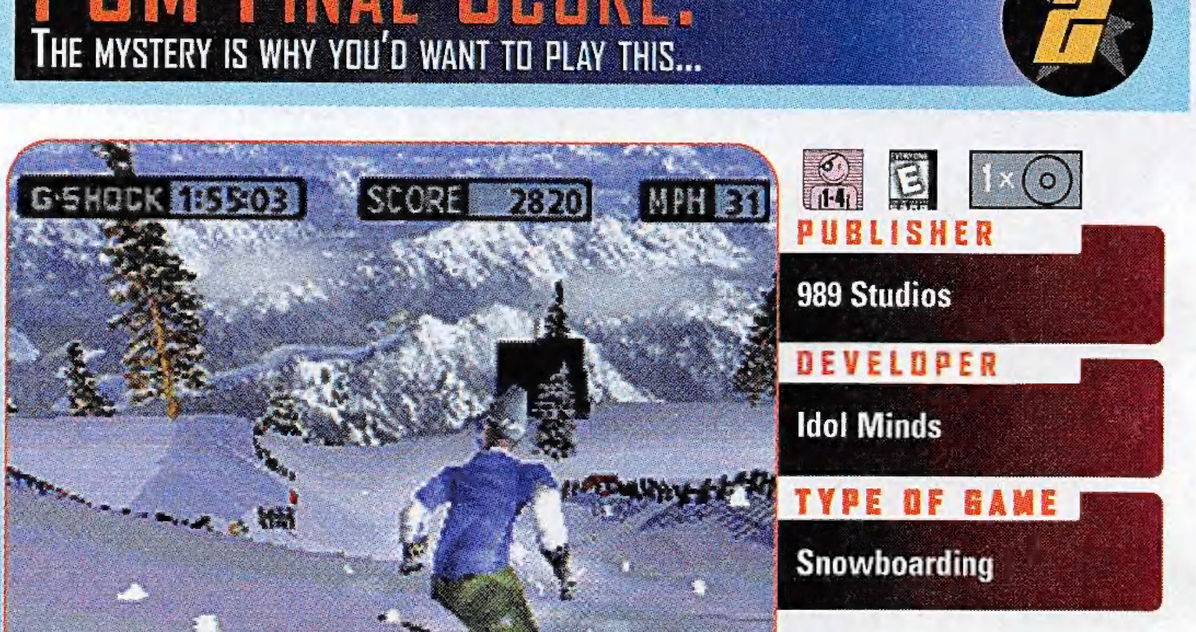
You have to give some credit where credit is due here: if the developers intent was to create a low-rent *X-Files* episode and let you play through it, they succeeded, because that's exactly what you get for your money. The game puts you in the role of FBI agent Craig Wilmore of the Seattle office (no, you've never heard of him), hot on the trail of Mulder and Scully, who have mysteriously disappeared.

The acting is mostly pretty good, and a few stars from the actual TV show make cameo appearances (including David Duchovny and Gillian Anderson, although they're around for so little time, it barely even qualifies as a cameo). The mystery, however, isn't especially deep, and like many FMV games from years past, it's often difficult and confusing to navigate through the game world, and really easy to miss clues. Maybe that's why the game comes with an optional, built in hint system called "automatic intuition" to help you along if (and when) you get stuck.

In fact, if you've had any kind of experience with adventure games at all, you're likely to breeze through this in no time, hints or no hints. Although it was clearly put together by folks who know the TV show, and it manages a certain atmosphere (and a few gross-out moments), it ain't that exciting, either. You just sort of plod from location to location, working through the conversation trees and picking up clues here and there, mostly keeping two steps ahead of every little plot twist.

Not terrible, not incompetent, just pretty dull.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ Decent acting
- ▲ Looks sort of like The X-Files
- ▼ The game isn't very challenging
- ▼ It's frustrating to navigate around in this game
- ▼ Face it, this game is about as exciting as the commercials you'll see during the X-Files show.

PSM Final Score: 2

The mystery is why you'd want to play this...

Cool Boarders 4

HIT THE SLOPES... YET AGAIN

The folks over at 989 Studios just love to crank out the sequels. Fortunately, this sequel isn't that bad, even if it plays about the same as the last *Cool Boarders*. This is actually the second *Cool Boarders* to come from development house Idol Minds, who drastically improved the game since the first two were made by Uep Systems. Like its predecessors, this game is all about arcade-style snowboarding, but there are a few new additions that make this the best in the series, but not by much.

Graphically, the game is about the same as last year, the biggest notable difference being the inclusion of deep powder in some places on the 30 different courses. It looks cool and provides another strategic element to the game. The courses themselves seem larger and feel more like an actual mountain side. There are lots of shortcuts to find and the number of jumps and rail slide opportunities has increased. There are more tricks to pull and you can now tweak your grabs. You can also grind or even handplant on the lip of the halfpipe now, but over all, the tricks could have been more spectacular. We would even say that the control doesn't feel as good as the last *Cool Boarders*, but the use of the analog feels just right.

Some of the biggest new additions are the 16 real pros 989 has signed up to be in the game. The amount of real equipment has been expanded and now include snowboard makers such as Burton, K2, Salomon, Santa Cruz and M3, among others. You can also create your own character and board, with user controlled body and clothing styles, as well as the ability to adjust the pattern and color scheme of your board. The four-player mode is a big disappointment, with only two players getting the chance to play at once, plus you always have to ride solo on the halfpipe. There is no four-player split screen mode to be found.

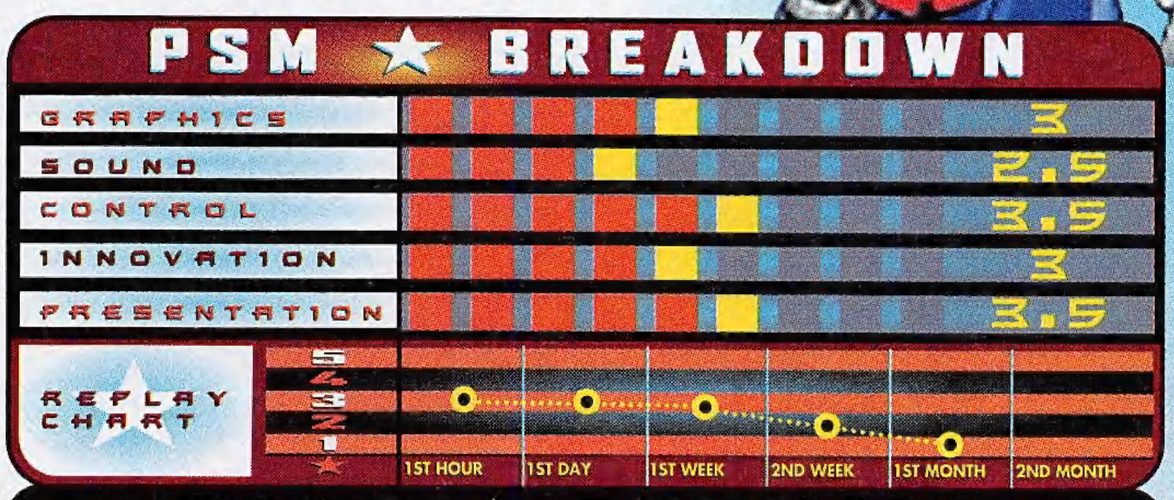
PUBLISHER
989 Studios

DEVELOPER
Idol Minds

TYPE OF GAME
Snowboarding

◀ The deep powder effects are the best of the new additions to the game.

PSM ★ BREAKDOWN



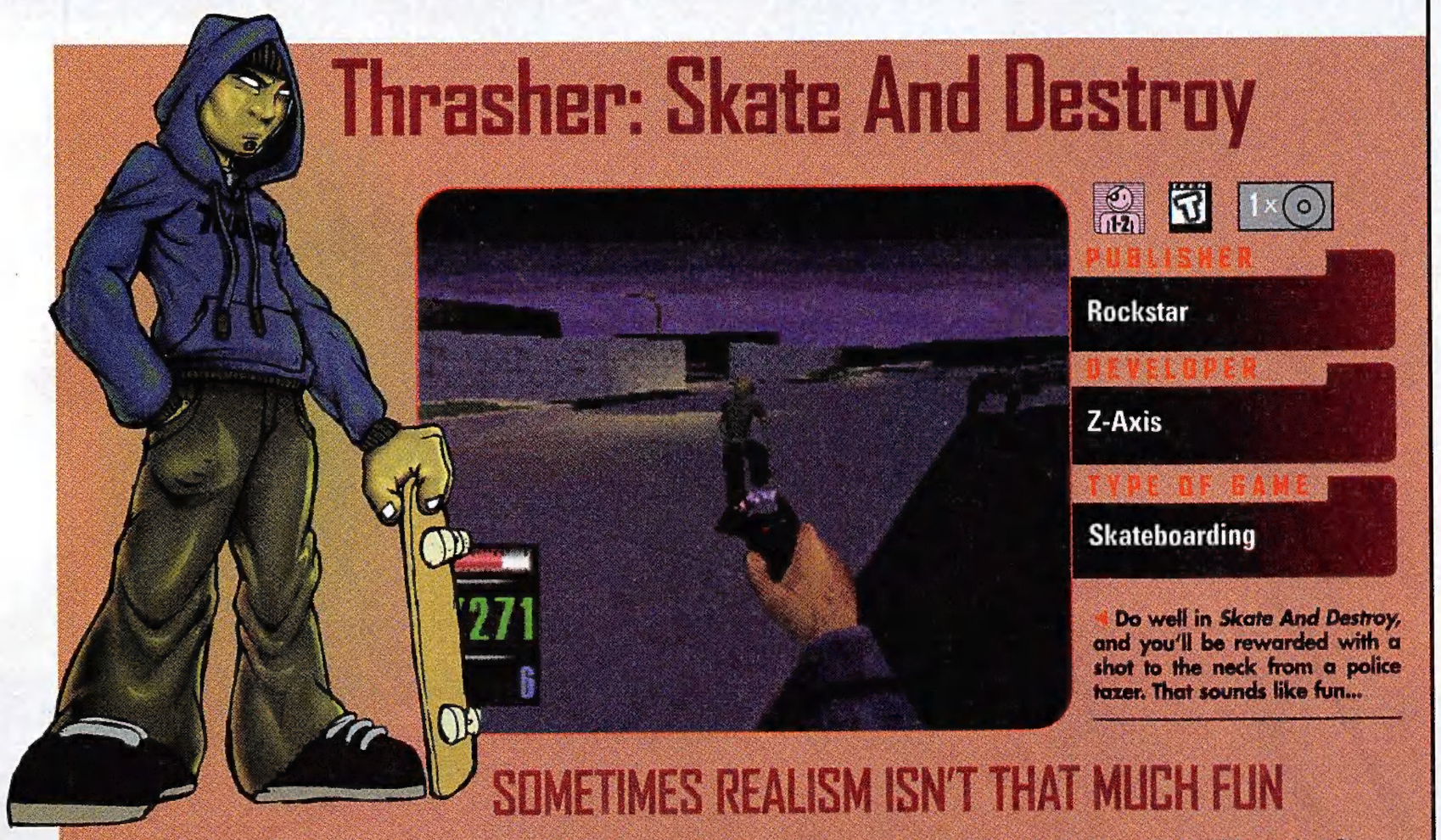
GAME ★ SUMMARY

- ▲ Powder snow is the coolest new addition
- ▲ Play as a real pro boarder
- ▲ More tricks and places to try them
- ▼ Graphics could have been better
- ▼ Sadly, this is almost the same game as last year's version

PSM Final Score: 3½

Just enough bells and whistles to warrant a look

Thrasher: Skate And Destroy



PUBLISHER
Rockstar

DEVELOPER
Z-Axis

TYPE OF GAME
Skateboarding

Do well in *Skate And Destroy*, and you'll be rewarded with a shot to the neck from a police tazer. That sounds like fun...

SOMETIMES REALISM ISN'T THAT MUCH FUN

Instead of the more arcade-style gameplay found in previous skateboarding titles, *Thrasher: Skate and Destroy* tries to focus more on the simulation side of the sport. There are six initially selectable characters, each with varying abilities, and over ten different locales based on or inspired by real-life locations.

We appreciate what Z-Axis was trying to achieve with *Skate and Destroy*, but there are certain elements that got left behind in the process, namely fun and ease of playability. Being able to pull off pretty much any move you want to at any given time is a wonderful thing, and is easily the one main draw of the game. However, because *Skate and Destroy*'s controls aren't very intuitive and the characters generally unresponsive, the actual process of executing a move can and most often does end in frustration. In some cases, you have to hit as many as three different buttons and a direction in order to pull off a single move. That's just way too complex, even for a sim game. And even after playing *Skate and Destroy* for an extended period of time, a majority of gamers will still be confused by the control scheme. The developers really should have made the game a lot easier to get into.

Sadly, most of the moves in *TSDare* extremely hard to pull off. Bummer.

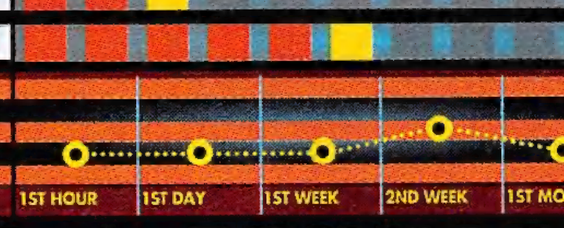
There are also several other little things in *Skate and Destroy* that can get annoying from time to time. Missing a trick and falling off your board is sheer torture because it takes so long to get back up and start skating again. Two or three seconds recovery time per fall may not seem like much, but when you add up how many times you end up falling down, patience just goes straight out the window. Also, at the end of each stage, you are assaulted by one of three things: a cop, a dog or a mugger. Now, how does that add to the gameplay or realism? You could have just finished the run of your life and then a cop comes along and chases you with his tazer. If he catches you, you're finished. Your perfect run is gone and you have to start all over again. When does that happen in real life?

To its credit, *Skate and Destroy* does do a good job of teaching you new tricks and abilities as you continue playing. There is always something new to discover. Unfortunately, most people aren't going to have the patience to play the game for that long. Lackluster controls, average graphics and a steep learning curve do not a great game make. Just buy a board and go skating for real. It's a lot less painful and you'll have more fun.

PSM ★ BREAKDOWN

GRAPHICS	3.5
SOUND	3
CONTROL	2
INNOVATION	2
PRESENTATION	3.5

REPLAY CHART

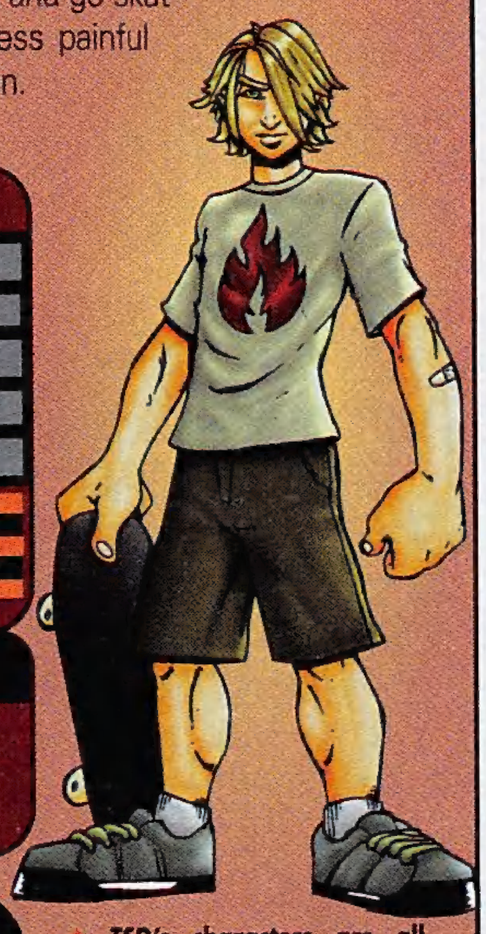


GAME ★ SUMMARY

- ▲ BEING AWARDED WITH NEW TRICKS AND SPONSORS WILL HELP TO KEEP GAMERS INTERESTED
- ▼ COMPLEX CONTROLS WILL CONFUSE AND FRUSTRATE EVEN HARD-CORE GAMERS
- ▼ THE END-LEVEL ASSAULTS ACTUALLY MAKE THE GAME WORSE
- ▼ CHARACTERS DON'T RESPOND AS WELL AS THEY SHOULD

PSM FINAL SCORE: 2

REAL-LIFE SKATEBOARDING IS A LOT MORE FUN



TSD's characters are all appropriately attired.

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Requires Dual Shock™ analog controller*

It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflyer. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock™ analog controller**. Prepare yourself, things are about to get hairy.

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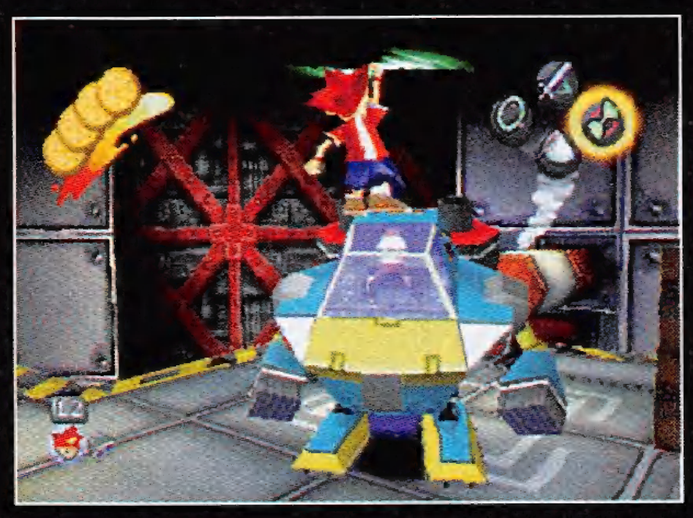

You better get them before they get you.

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FORMULA ONE 99

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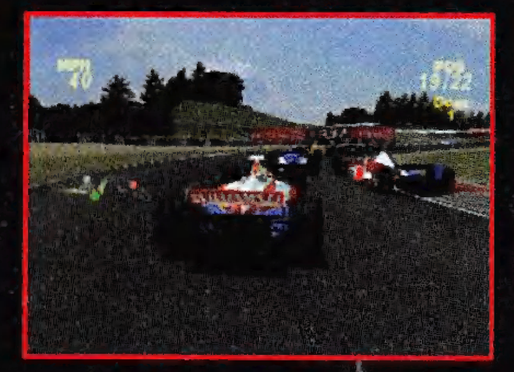
Ultra-realistic weather will influence players' choice of tire compounds and pit strategies



Brand new racing engine eliminates pop-up and glitches even on long straights, without affecting frame-rate

PlayStation

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US Version

Canadian Version

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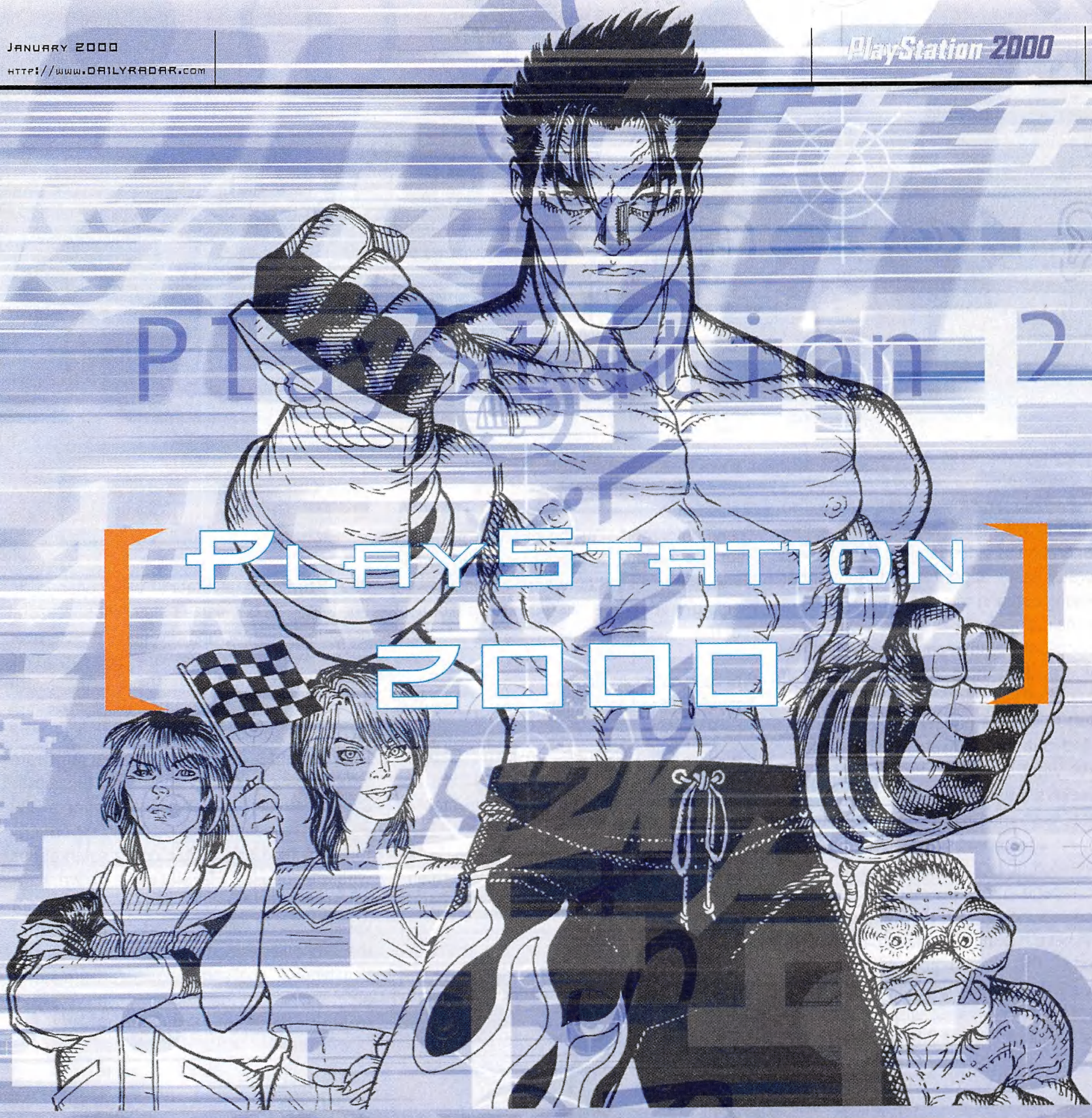

[PLAYSTATION 2000]

Our Panel of Industry Experts

These guys represent the majority of the big third-party software publishers. Who would know better than they where the industry is heading?

Electronic Arts: Pat Becker, Director of Corporate Communications

Mike Fischer, Director of Marketing; Namco Of America

Kelly Flock, President; 989 studios

Bill Gardner, President of Capcom Entertainment

Activision Studios: Mitch Lasky, Executive Vice President

Square EA: Yoshi Maruyama, Vice Chairman

THQ: Michael Rubinelli, VP of development

PLAYSTATION 2000

Folks, we're at a crossroads. Not only are we headed towards a whole new millennium, but it's also the year that we make that big jump to the next generation of videogaming. Sega served up a pretty tasty appetizer last September with Dreamcast, and this year Sony will bring on the main course — the follow-up to the most successful game console of all time. But where does this leave the original PlayStation? And where do Nintendo and Microsoft fit into the equation?

To find out the answers to these questions, we went straight to the source — the game makers themselves. We put together a list of the most important questions facing us in the year ahead, and the answers we got back revealed quite a lot. Over the next few pages our panel of experts discuss many topics, such as who will win the next gen wars, who will have PS2 titles at launch, and where the good ol' PS1 fits into all this. These guys don't work for Sony, they tell it like they see it. So, let's get going, shall we? It's Y2K, and it's time we kicked things into overdrive!

Our Panel of Industry Experts

These guys represent the majority of the big third-party software publishers. Who would know better than they where the industry is heading? They are (listed in alphabetical order):

989 Studios: Kelly Flock
Activision Studios: Mitch Lasky, Executive Vice President
Capcom: Bill Gardener, President, Capcom Ent.
Electronic Arts: Pat Becker, Director of Corporate Communications
Namco of America: Mike Fischer
Square EA: Yoshi Maruyama, Vice Chairman
THQ: Michael Rubinelli, VP of development

1. Where do you see PlayStation in the year 2000? What challenges does it face?

989 Studios: PlayStation will continue to build upon its position as the most successful console in history, and the first console ever to achieve the number one position in all three major territories of Japan, North America, and Europe. The challenges are obvious — can Sony and their extensive third party partners continue to deliver software which pushes the envelope both technically and creatively? At 989 Studios and 989 Sports, we believe there is still opportunity for innovation and technology breakthroughs with the original PlayStation, and we think games like *Syphon Filter* and some others not yet announced will demonstrate the vitality of the frontline PlayStation software market. Our biggest challenge is to keep producing great games for PlayStation while we simultaneously develop for PlayStation2.

Activision: In 2000, the Playstation will reach its peak as a mass market gaming platform. It is showing its age technologically, but development teams are also capable of squeezing considerably more out of the box than they could five years ago.

Capcom: The market will begin to get soft. There is an element of planned obsolescence. There will still be good sales, but the big titles will start to suffer due to the large production costs involved. Keeping production and distribution costs low will be the biggest challenge.

EA: By the end of 2000, there will probably be more than 70 million units in homes worldwide, so there is a significant installed base still hungry for PlayStation software.

Namco: The PlayStation is now boldly going where no console has gone before. Sony has grown its platform from an expensive plaything for the hardcore gamer to the de-facto standard system for all gamers. By the time this article is published, there will be a PlayStation in one out of every four households in America. The challenge will be satisfying these 25+ million PlayStation owners (and even higher number of PlayStation players) as Sony makes the transition to PlayStation2. Can Sony insure that "PlayStation" continues to represent a consistent set of quality, values and attitudes during this transition? Only time will tell, but I'm very confident that they can pull it off.

Square: PlayStation software business will be very strong throughout the year 2000. This is particularly due tot he fact that the PS2 system will be backwards compatible.

THQ: We see the PlayStation as a very steady performer in the year 2000. You will see some of the hardcore gamers gravitate exclusively to the next generation hardware platforms, and the average age of the PlayStation consumer will probably drop slightly. In the end, there will still be some great games shipping with new technology available as engineers really figure out how to hit the "sweet spot" of the hardware.

2. What are the biggest challenges to videogaming as a whole?

989 Studios: The biggest challenge is to avoid the historical pitfalls associated with the transition years between two generations of consoles. Going forward, only the very best games are going to succeed, and over the next year there will increasingly be fewer titles dominating the market. Historically, publishers have been slow to shift their development resources onto new platforms. Inventory needs to be tightly managed. We don't know when the shift will occur between the current and next generation platforms, but when it does, the challenge is not only to recognize it for what it is, but also to act quickly. It is a time for tough decisions. Being good won't be enough on its own; we all need a little bit of luck, too.

Activision: Our biggest challenge is to figure out how to broaden the market for interactive entertainment and to continue the trend of increasing the current installation base with the introduction of new console systems.

Capcom: From a business standpoint, it will be getting through the transition from the old platform to the new. From a development standpoint, keeping cost under control while still developing cutting edge product will be the biggest challenge.

EA: Piracy, both from packaged goods and Internet piracy, is the industry's number-one challenge. It costs U.S. publishers more than $3.2 billion a year in lost sales.

Namco: I think the biggest challenge that videogaming faces will be adjusting to its new role as a mainstream media. 1999 saw many shocking (and often untrue) allegations made about videogames in the press and in Washington DC. The world is finally waking up to the fact that videogames are a major force in our society and in our economy. It reminds me a lot of the history of rock and roll. Rock music had a small, hardcore fan base during its early evolution, but when it finally broke into the mainstream of youth culture, it was viewed as everything from a Communist conspiracy to a public health threat and even a tool of the devil. As videogaming grows and matures, it will go through the same cycles. We finally have a president who listens to rock music, and I'm looking forward to the day when we can have a president who plays videogames.

Square: As hardware moves up to the next generation 128-bit era, the cost of developing a high quality game will surely go up. To save cost, publishers will be tempted to make more sequels or variations from previously successful titles in the hopes that this will ensure future success. The industry will continue to become very consolidated to a point where only publishers concentrating on successful titles will survive.

THQ: I think videogaming in general has to start to innovate beyond the proven game designs in the past and figure out how to enhance the interactive experience. It will be really easy to take the PS2 hardware (as an example) and say "Hey, let's just make it prettier or let's make it run faster". In the end, I do not think that these are the games that will transcend gaming as we know it today. Now that companies have all of this processing power and a higher level of connectivity at their fingertips, the groups that think outside the box in terms of crafting new and different experiences will be perceived as the market leaders.

PIRACY, BOTH FROM PACKAGED GOODS AND INTERNET PIRACY, IS THE INDUSTRY'S NUMBER-ONE CHALLENGE. IT COSTS U.S. PUBLISHERS MORE THAN $3.2 BILLION A YEAR IN LOST SALES.

3. How will PlayStation2 impact the market this year? Will it trounce the competition instantly? How many years does PS1 have left?

989 Studios: I believe there are two primary market segments: the early adopter and the mass market. I do not know how quickly PlayStation2 will attempt to reach both market segments, and that strategy alone will determine its market impact. We need to know launch date, price point, and available inventory to be able to gauge the impact. I believe PlayStation2 is going to dominate the market, but I don't know when. I do think that as soon as the console launches in Japan, a lot of traditional assumptions about videogames are going to be challenged. I expect the launch to be extremely successful both in Japan and later in the U.S. and Europe. I don't know what impact this launch will have on the competition. Since Dreamcast came out so much earlier than PlayStation2, it's difficult to see them as truly competitive. Technically, there's no comparison. Dreamcast falls somewhere between the two PlayStations, and it's hard to see it as true competition for either. The first PlayStation should continue to be a viable platform for at least another three years for key franchises, licenses, and great new games, although I don't know how much of a full-price line it can support.

Activision: I think PS2 will have the most successful launch of any console platform in history. However, it will still take several years to reach the installed base of the current PS1. Will there still be life in the PS1? Sure — look at the continued sales of 16-bit software five years after the introduction of the 32-bit consoles.

Capcom: The answer is unknown because we haven't seen pricing or completed games for PS2. If it's everything they say it is, then it will cause some huge ripples in the market. The price point will be key to the success of the system. The PS2 must do all they say it can and do it well. It's impossible to tell how many years the PS1 has left; if the cost of production goes down, it could be around a long time. This will depend on how Sony handles the next stage and if they adapt the business model appropriately.

EA: The system will still be ramping up, but we think that this revolutionary engine holds great promise. None of the new systems will trounce the competition instantly because there will still be a huge installed base of original PlayStations and N64s. The fact that PS2 is backward compatible will help cushion this transition. How many years does PS1 have left? Probably another couple of years, at least from the software perspective.

Namco: If the PlayStation2 carries a US price close to the price it will carry at launch in Japan, it won't spell the overnight death of any competition, even with cool features like a DVD-movie compatibility and internet access. But over time, the price will fall, new killer applications will be developed, and the PS2 market share will grow as "trade up" to this awesome new system.

As for the PS1, I wouldn't count it out anytime soon. After all, Namco still does good business from our 16-products. (Let's hear it for Ms. Pac-Man — still number one on SNES!). It's going to be a while before the PS2 reaches an installed base anywhere close to PS1, and until then, there's still going to be a big market for high-quality PS1 games.

Square: Already in Japan, the videogame business for the existing 32-bit and 64-bit consoles has been dormant for some time. With people waiting for PS2 to be launched there next March, sales of current systems have slowed immensely. I believe the game business between Japan and U.S. is significantly different. In the U.S., people will keep purchasing and playing PS games long after the launch of PS2.

THQ: We think the PlayStation2 will have a very successful launch, but vary in degrees depending upon several factors. If you look at Dreamcast sales across the globe, I think it is very interesting that the exact same hardware got the exact opposite response in the U.S. and Europe as it did in Japan. Some people will point to Sega's brand image and leftover baggage from the Saturn in Japan, but they had the exact same hurdles everywhere else, too. So what is the difference? Software.

The launch titles in the U.S. were 16 in total, but in reality only six or so were worth buying. In Japan they launched with four titles, none of which were compelling and really got off on the wrong foot. Retail can have a short memory. In the U.S., Sega showed them solid hardware at an aggressive price point, backed by some very good titles, coupled with a sizable marketing spend, and the result was the most successful videogame hardware launch in the history of the industry.

We know Sony will spend behind their hardware, but how many strong titles will be available at launch? I also do not think anyone in the retail community expects them to launch around the $350 price tag that is targeted for the Japanese launch. The final price, plus the number of "A" titles, will be the ultimate determining factor as to whether they hit a double or a grand slam.

It will not trounce the competition instantly, but it certainly has everyone scrambling to determine their prospective levels of support for all known and proposed platforms.

I can not speak for our competitors, but one thing we have done with a high degree of success is support hardware platforms after most people have long abandoned them. We know what content works in all phases of a hardware's lifecycle, so that gives us the confidence to continue our development efforts

I think PS2 will have the most successful launch of any console platform in history. However, it will still take several years to reach the installed base of the current PS1.

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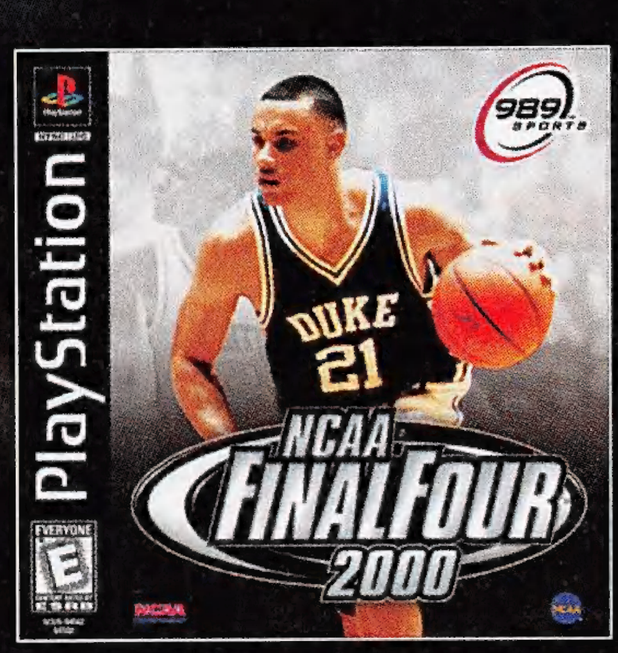

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as the platforms mature. I know we are going to support the PlayStation fairly aggressively in 2000, and will continue to support it in the years to come.

4. Might we see any PS2 products from you this year? Possibly at launch?

989: Yes, we might. No question that it is a huge task to develop games for new platforms on such short schedules, but we're optimistic that we'll be very competitive on PlayStation2.

EA: Our objective is to have 8-10 titles at or around the launch of PS2.

Activision: We have not formally announced our PS2 slate.

Capcom: This is a definite possibility... We've got several titles under development, but that's all I can say at this point.

Namco: Anyone who knows their game history knows that much of the PlayStation's success was built on the strength of Namco games, and we take a lot of pride in that history. Namco has already announced two games that will be available for the launch of PS2 in Japan — *Tekken Tag Tournament* and *Ridge Racer V.* We haven't announced our lineup yet for the US, but you can be sure that when the PS2 is ready to come to these shores, Namco will be there.

Square: As you probably know, The Bouncer is currently being developed in Japan for PS2. We have not yet announced any of our US plans, but the game has already been shown at the Tokyo Game Show and has been reviewed as the best title currently in development for PS2.

THQ: The goal is to have software at launch or soon thereafter.

5. Which system, PS1 or PS2, will your company focus more on in the year ahead?

989 Studios: We'll be shifting most of our focus onto PS2 while continuing development of core titles for ps1.

Activision: For calendar 2000, we are still firm believers in the PS1, although the demographics of the market will change to include a younger, more mass market consumer.

Capcom: We will focus on both. There is a 20 million PlayStation1 (U.S.) install base and that number is nothing to shy away from. There is definitely still some money to be made and games to be played. We look forward to working with both the new and old hardware in the coming year.

EA: We will still be creating games for the large installed base of the original PlayStation, and will move quickly to bring our key franchise titles to the PS2 platform.

Namco: They key to success is keeping a balance between the systems during this transition. As technology leaders in videogaming, Namco is always eager to push the limits of a breakthrough technology platform like PS2. At the same time, we are a company that still reaps great rewards from our classic games like Pac-Man, Ms. Pac-Man, Galaga, Galaxian and Dig-Dug. We're in a unique position to understand the promise of the future while still valuing the strength of the past.

Square: Square will have significant number of PS titles for the US next year, though development efforts have begun for PS2.

THQ: Our main focus will be the PlayStation1 in terms of total titles in development.

6. What does your company have planned for 2000?

989 Studios: We're stockpiling toilet paper and moving into the basement.

Namco: Our first product for 2000 will be *Ace Combat 3.* This is a game that shows how Namco is still pushing the PlayStation to new heights (no pun intended). *Ace Combat 3* features sharper graphics than ever before, all new aircraft, and tons of new features. This is the type of game that will keep interest in PlayStation high, even as the big launch day approaches for PlayStation2.

Capcom: *Code Veronica* is planned to come in March. This is for the Dreamcast and is expected to be a big one. I won't go into detail, but gamers can expect to be wowed!

Activision: We are currently working on *Spider-Man, X-Men, Star Trek, Tenchu II* and *Alundra II* for the PS1. Also, with the success of *Tony Hawk*, we are looking to increase our presence in the street sports genre.

EA: We don't discuss future plans.

Square: Consumers will be happy to know that we have a wide variety of titles planned for the year 2000 — in fact, a greater number of Squaresoft titles will be published in the U.S. in 2000 than last year. In the first half of the year we will see *Chocobo's Dungeon 2, Final Fantasy VIII PC, SaGa Frontier II, Vagrant Story* and *Front Mission 3*, a part of the eagerly awaited *Front Mission* franchise. None of the previous versions have yet to be published in the U.S. We've had a great number of requests to see the *Front Mission* titles in the U.S. and have decided to divulge our fans

FOR CALENDAR 2000, WE ARE STILL FIRM BELIEVERS IN THE PS1, ALTHOUGH THE DEMOGRAPHICS OF THE MARKET WILL CHANGE TO INCLUDE A YOUNGER, MORE MASS MARKET CONSUMER.

with the release of *Front Mission 3*.

THQ: The year 2000 will be our biggest year ever, in terms of new franchises and teaming with new development teams. This spring, we'll release *WWF Smackdown* developed by Yukes. Yukes, as most people know, is arguably the best PS wrestling developer in the world.

We also have *Evil Dead* from our new internal development group, Heavy Iron Studios, which incorporates some never before seen technology for the PlayStation. We also have a solid original property called *Summoner*, THQ's first original Role Playing Game, developed by Volition (however, we have not formally announced any Sony plans for that property just yet).

We will also continue to expand upon our top selling franchises, such as *Ricky Carmichael Motocross* and our MTV action sports line. Our top selling *Rugrats* game gets a brand new look that ties in with the theatrical release of the next *Rugrats* movie. Soon there will be some surprises announced with some big name studios, so stay tuned.

7. IF YOU HAD TO GUESS, WHAT PERCENTAGE OF YOUR EFFORTS WILL BE SPENT ON PS1, PS2, DREAMCAST, AND N64?

989 Studios: PS1: 35% / PS2: 65% / DC: 0%.

Activision: Activision is currently supporting the PS1, Nintendo 64 and Dreamcast, but we are unable to discuss percentages at this time.

Capcom: PS1 - 35% / PS2 - 25% / N64 - 10% / Dreamcast - 30%. This includes Development, sales and marketing efforts as well.

EA: Our main focus at the moment is PC and PlayStation1 because of the number of machines in homes. We will bring games for the PS2 to market as fast as possible. As we have in the past, we will be developing a selected number of our franchise titles for the N64. We continue to evaluate the opportunity on the Dreamcast. While it has had a strong launch in the U.S., we also saw sales in Japan drop off fairly rapidly. The most important factor is going to be its staying power when the PlayStation2 launches next year.

Namco: I don't want to bring it all down to percentages. We're strong believers in both the technical power of the PS2 and Sony's ability to make it a success in the marketplace, but we also don't want to ignore videogame players who've decided to purchase other game systems. PlayStation products (both 1 and 2) will remain central to Namco's software development strategy, but I think we have the capacity to let owners of other game console enjoy Namco games, too.

Square: In terms of development, it has been 100 % PS and it is going to be 100% PS2 starting shortly.

THQ: I would say that our biggest push will be on PS1, followed by N64, then DC, Then PS2. Again, that simply relates to the number of titles we intend to ship in the year 2000.

8. HOW DO YOU SEE THE CONSOLE MARKET SHAPING UP OVER THE NEXT FEW YEARS?

989 Studios: Bigger than ever. Just as PlayStation created the largest videogame market ever, I believe PlayStation2 will build on that success and create an even more mainstream, broad-based market. The console market is going to continue to astound everyone as it penetrates all strata of society on a global basis.

Activision: I think it is going to be very competitive, and I think that competition is good. Sony is the market leader, Nintendo is certainly not giving up on the set-top, and Dreamcast has performed much better than anyone expected.

Capcom: We will go through a down period and then the industry will come back stronger than ever. We must go through a down period during any console transition period to establish a strong install base.

EA: We think there will be a much smoother transition to the next generation consoles this time around. If Sony can execute the development and launch of this console as well as they did on the original PlayStation, we think they have a terrific opportunity to dominate the hardware business in the next cycle.

Namco: The great thing about this crazy games business is that no one can predict what will happen next. It was only two years ago that one other videogame magazine (not

PSM!) crowned the PC the "Game System of the Year". They saw constantly-improving CPU performance and new technologies such as 3-D accelerator cards as opening up a gateway for a new age of gaming. Well, I'm still waiting. And by the way, wasn't everyone supposed to be playing virtual reality games by now? Last time I checked, I didn't see too many people walking around with VR helmets and tactile-feedback gloves. So who can say what the future holds? All I know is that the games keep getting better every year.

Square: I believe that PS2 has the best chance to be a dominant game console for the next generation hardware system. The system which does not dominate Japanese market will never win in the Global Game Business.

THQ: I see the market growing beyond the magical 10 billion dollar mark in terms of sales, looking to surpass the size of the music biz. Seeing that gaming in its purest form is the head-to-head or multiplayer component, I think multiplayer gaming becomes an even more integral part of the gaming experience.

I see two of the four potential hardware manufacturers getting squeezed out. It seems as if the current trend of acquisition/consolidation will continue until there will only be four or five major publishers. I think there will be a clearer segmentation in gaming experience/game pricing, much like what is happening in the PC market, but affecting the console business. I think in general there will be fewer games, which will have longer legs and deliver an experience like no other.

9. When we look back on 2000 five to ten years from now, what things do you think we'll remember it for?

989 Studios: The Y2K non-event. Having more hair back then.

Activision: With the advancements in technology there will certainly be many notable industry achievements in 2000. The launch of the PS2, which promises to further redefine the console market, will be one of the milestones to remember.

Capcom: Capcom and the amazing quality of our games. I'm only partially kidding. You'll probably remember it for the beginning of the integration of very high graphics capabilities with live actors and graphics. This is where you can't tell the difference between what is a real actor and what is CG. When you look at films like *The Matrix* and the possibilities that these new platforms will have, the possibilities are endless.

EA: It's far too early to speculate.

Namco: I expect that as the hype behind the millennium fades, the year 2000 will mostly be remembered as the 20th anniversary of *Pac-Man* — still the best videogame the world has ever seen.

Square: One thing for sure that people will remember about the year 2000 in the videogame industry, is that it was the year the game business took leaps and bounds to distinguish itself from the traditional toy business which it has previously been categorized as. I believe the year 2000 will be noted for videogames being recognized as a viable part of an entire home entertainment system.

THQ: The first time we were really given a big blank canvas to work with and told to see what we could come up with.

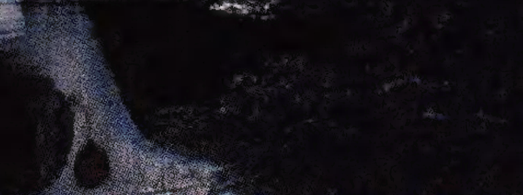
10. Which console do you see as Sony's main competitor: Dreamcast, Dolphin, or Microsoft's X-Box?

989 Studios: I believe Dolphin will be the biggest threat to PlayStation2, but certainly Microsoft has to be taken seriously.

Activision: We can't comment on this.
Capcom: I would say it has to be Nintendo. The reason is simple: one word, Pokemon. Nintendo has done incredibly well with this product. Aside from that, Nintendo has excellent partners and a lot of experience coming through transition periods.

EA: Most likely Dolphin when it ships. Until then, probably the Dreamcast.

Namco: Sony hasn't reached number one by focusing on the competition. It's become number one by focusing its consumers, and I don't see Dreamcast, Dolphin or X-box or anything else changing that. Just look at the specs Sony chose for PS2. They could have taken a short-term approach to profit and tried



Sweet Tooth's back and in charge of the original car combat freakshow, Twisted Metal 4. With new interactive battlegrounds, *wicked characters*, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's *evil* henchmen. *Man*, as if clowns weren't scary enough.

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PLAYING GAMES

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to make everyone buy multiple entertainment systems with separate DVD movie player and game console strategy, but they didn't. They really put the customer first to provide the best in both technology and value by building both features into PlayStation2. It's this type of long-term customer-based strategy that has made Sony number one.

Square: As I mentioned, any system which does not dominate the Japanese market will be U.S.-only hardware like the N64 is today. I see no chance of Dreamcast being dominant in Japan. Nor do I see any chance of the X-Box becoming the leading console system in Japan. I still think the only console system which has a chance in challenging the PS2 is the Nintendo Dolphin.

THQ: If Microsoft in fact wants to get into the gaming console hardware business and wish to engage Sony in the "battle for your living room", I view them as being the main competitor.

11. WHAT DO YOU THINK OF SONY'S VISION OF CONVERGENCE FOR THE PS2 (INTERNET, DVD, E-DISTRIBUTION, ETC.), AND HOW WILL YOUR COMPANY ADDRESS THIS NEW WORLD OF ENTERTAINMENT?

989 Studios: Sony's vision is bold and intriguing, with a high possibility to succeed. It's too soon to say how 989 studios will address these changes, but we are going to see a new mindset on the part of our developers as they come to understand the interactive gaming implications of Sony's initiatives.

Activision: Activision is excited about the possibilities the PS2 presents. Microprocessors now exist in more devices than ever before, which allows the industry to continue to increase its reach and market share.

Capcom: We think there is definitely something there. Remember, no convergence to date has truly worked. It's an unproven model, but given the right conditions, this could be very successful. We will approach this very cautiously, but continue to work with Sony among other hardware makers. As I've said, Sony must be able to make everything work well. The market is very competitive and people find opportunity in any flaw.

EA: We'll evaluate what actually comes to market and respond accordingly. Guessing about (1) what new technology will actually become a reality and (2) whether consumers will embrace it are dangerous things.

Namco: Right now, the magic word is definitely "convergence," but for Namco, what's really important is making the best games possible. Games are what Namco does best, and I happen to think that Namco's games are the best you'll ever find. I'm thrilled that I'll be able to surf the net or watch movies on my new game console, but what I want to do most is play games. As far as the new power of this PS2 technology is concerned, Shigero Yokoyama, Namco's head of consumer products in Japan, explained it best. He pointed out that at the beginning period of PS2 development, hardware limitations have been taken out of the equation. Game developers all over the world have been given a blank slate and told, "Do whatever you want, this system can handle it." For the moment, the only limitations will be the imaginations (and resources) of the teams that create the games. I like that.

Square: It is nice to have a grand vision, but we have not seen how Sony is going to achieve that vision yet. I would like to wait and see how Sony is going to be implementing what they are now calling their "e-distribution".

THQ: It truly is gaming's holy grail. I am always leery when I hear this "set top box" theory. We are not too far removed from a nation of people that could not program their VCR clock. I think this may still be a hardware generation away, but Sony has been able to deliver on everything they have said they would so far, so we'll see. The key will be how soon will the nation be wired for broadband, and will the cost and usability of the service be as mass market appealing as cable TV.

THANKS TO THE MANY INDUSTRY PEOPLE WE TALKED TO, A LOT OF INTERESTING INFORMATION HAS BEEN REVEALED ABOUT THE FUTURE OF THE PLAYSTATION AND VIDEOGAMES. THE YEAR 2000 IS GOING TO END UP BEING A VERY EXCITING YEAR, ESPECIALLY WHEN PLAYSTATION 2 IS RELEASED. WE CAN'T THINK OF A MORE EXCITING TIME TO BE A GAMER.

I EXPECT THAT AS THE HYPE BEHIND THE MILLENNIUM FADES, THE YEAR 2000 WILL MOSTLY BE REMEMBERED AS THE 20TH ANNIVERSARY OF PAC-MAN — STILL THE BEST VIDEOGAME THE WORLD HAS EVER SEEN.

"At Last... a Medie

val Tomb Raider..."

-Official U.S. PlayStation Magazine

"After reaching legendary status on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation."

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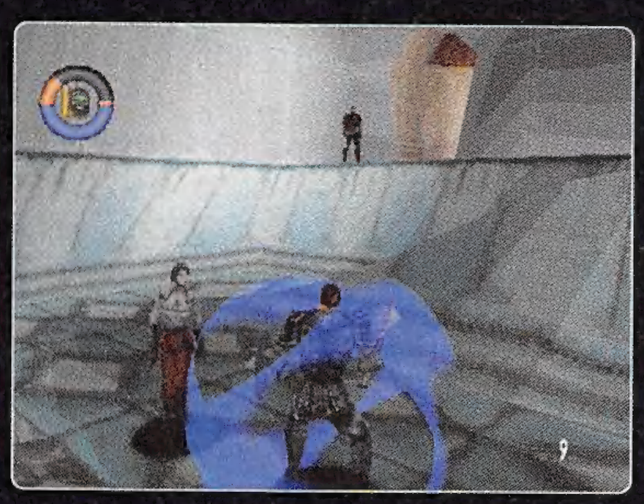

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www.mightandmagic.com

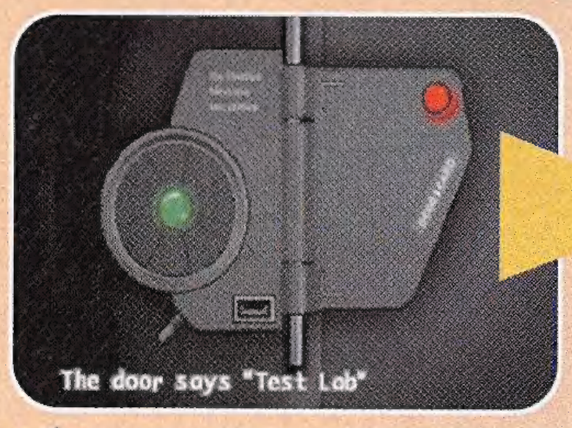
Publisher ASCII
Developer Polygon Magic

Release Date TBA
Type Action

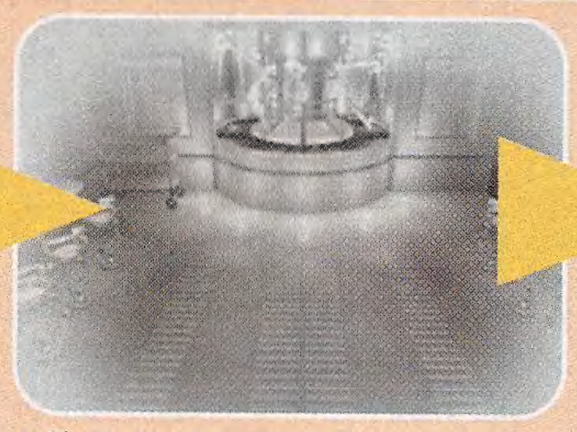
TBA

QUICK PEEK

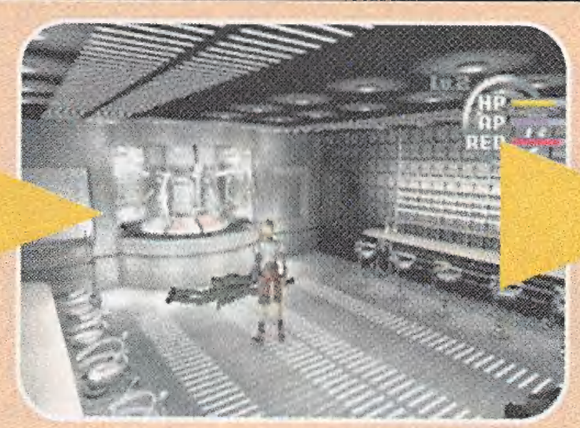
The 'preview' feature is pure genius and means that you'll never be completely stumped over a puzzle: Rion's psychic insight allows you to see where you should be going next.



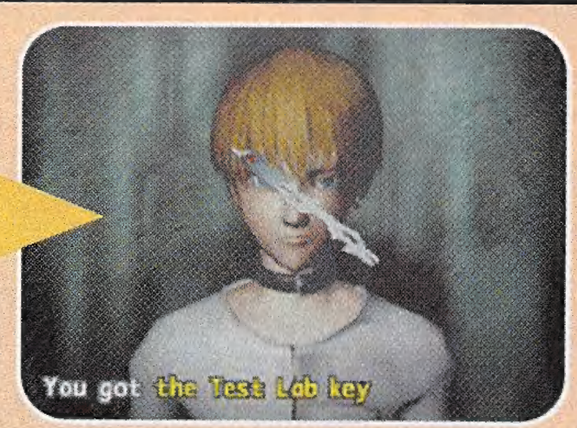
▲ If you come across a locked door, use Rion's insight for a clue.



▲ Rion's mental visions show you where you need to be.



▲ And here we are. A quick search will turn up the item.



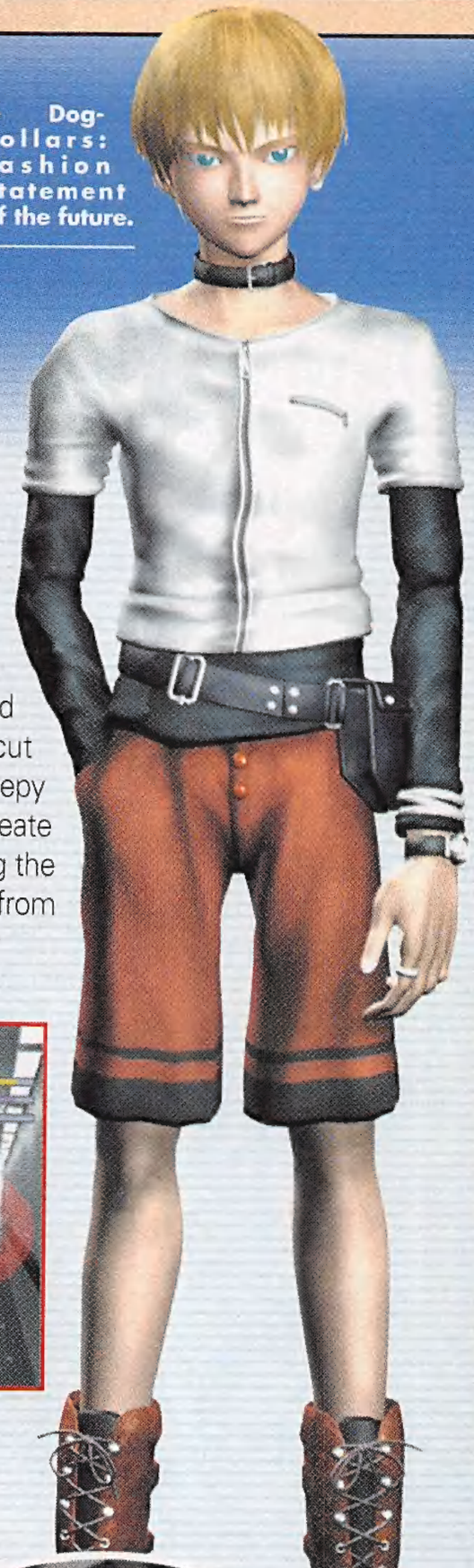
▲ Voila! You know what to do next. Isn't life easy when you're psychic?

GALERIANS

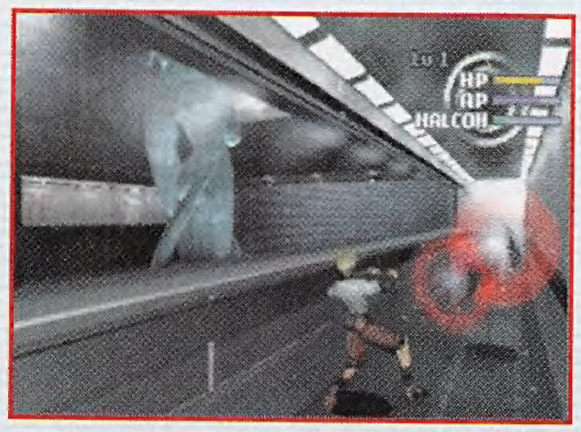
Guns? Bah! Real men use their heads

Ever wondered what it'd be like to try and survive in a game as dangerous as *Resident Evil* without the benefit of weapons like the shotgun and flame thrower? Wonder no more, because ASCII puts you in exactly that scenario with its impressive-looking, 3D action adventure, *Galerians*. As ex-lab-human Rion, conventional arms are denied you, but you have a secret weapon: your head! As a result of the experiments performed on you, you're capable of psychic attacks that do everything from turning enemies into balls of flame to causing their heads to explode as you approach them. How cool is that?!! You have to take color-coded drugs that enhance your psychic attacks, and the downside is that these drugs mess with your head, big time. If your AP meter fills up, you turn psycho and have to administer something called Delmetor to yourself to recover. If you don't take it, your psychic powers 'spill over' and kill anyone in your vicinity. This isn't a problem if you're near enemies, but it pretty much ruins your social life. One great addition to game play is a kind of 'psychic preview' that Rion can use to glimpse the location of elements he needs to solve the puzzles and access new areas.

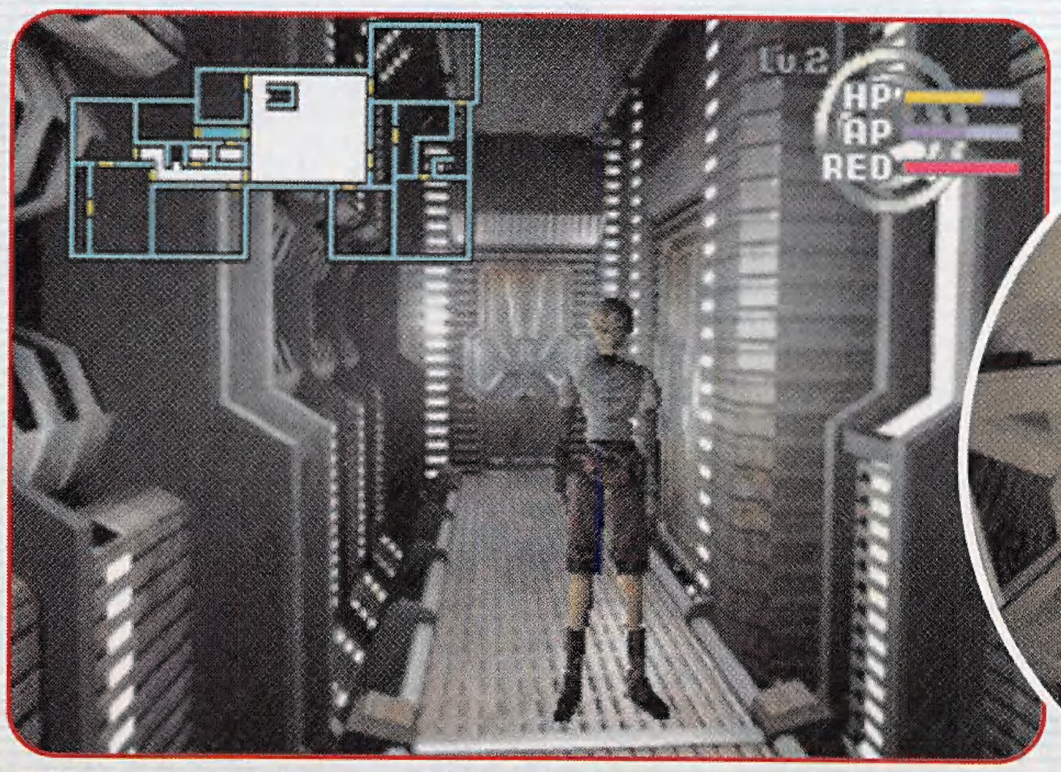
Galerians will feature a handy onscreen map to help you get around, along with some very cinematic uses of camera angles. Graphics look crisp and clean, with solid-looking polygonal backgrounds. Your task, as always, is to make sense of the chaos you find around you — and seamless cut scenes will help to advance the creepy story line. All of this is intended to create a movie-like atmosphere while giving the game a tense, scary edge — and from what we've seen so far, it works!



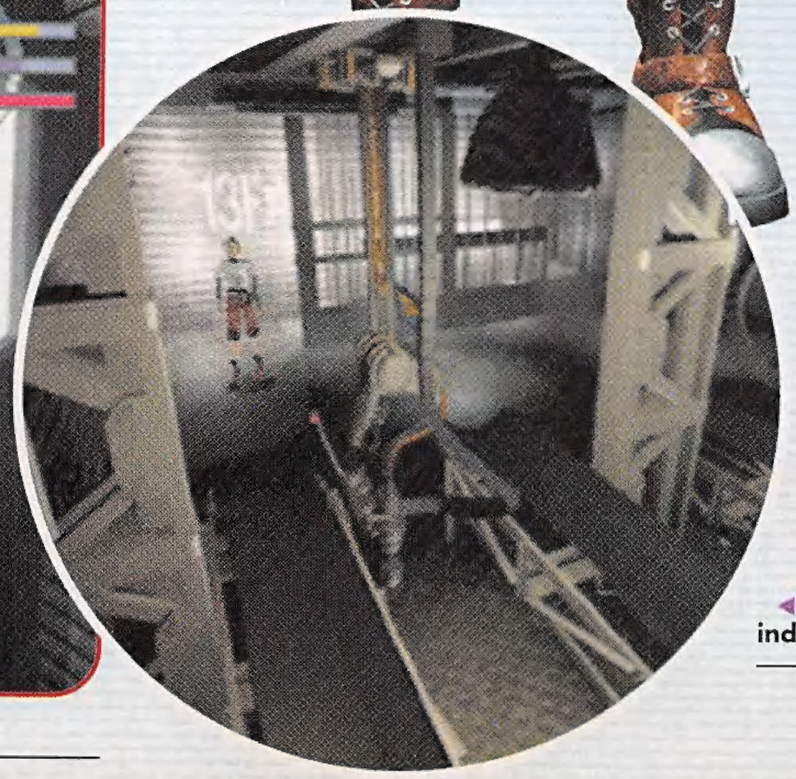
▶ Dog-collars: fashion statement of the future.



▲ Here, Rion unleashes one of his power burst attacks.



▲ The onscreen map is very useful if you find yourself in a maze.

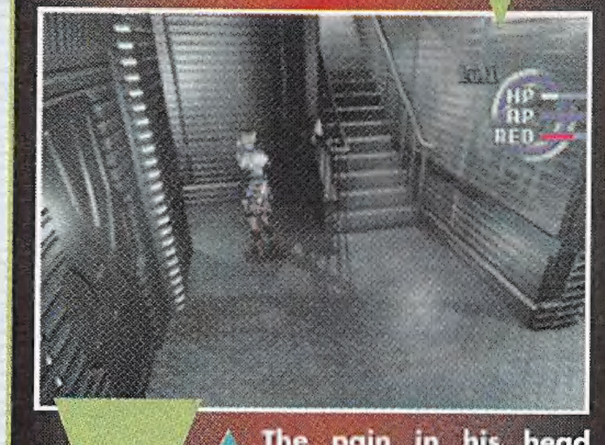


◀ The detailed environments sport a futuristic, industrial look.

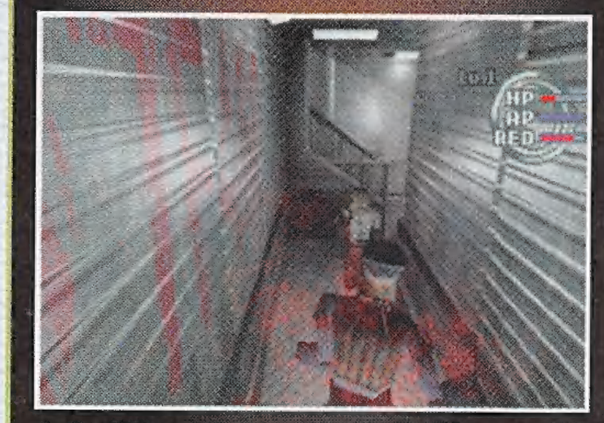
JUST SAY NO!

Drugs are bad, of course, and before long, Rion's system will overload. When that happens, you don't want to be in his way.

▲ It's happening! Rion undergoes 'the change' and everything goes fuzzy.



▲ The pain in his head causes him to be swathed in electricity and stagger around blindly.



▲ And if you happen to be in his way, it's all over very quickly.

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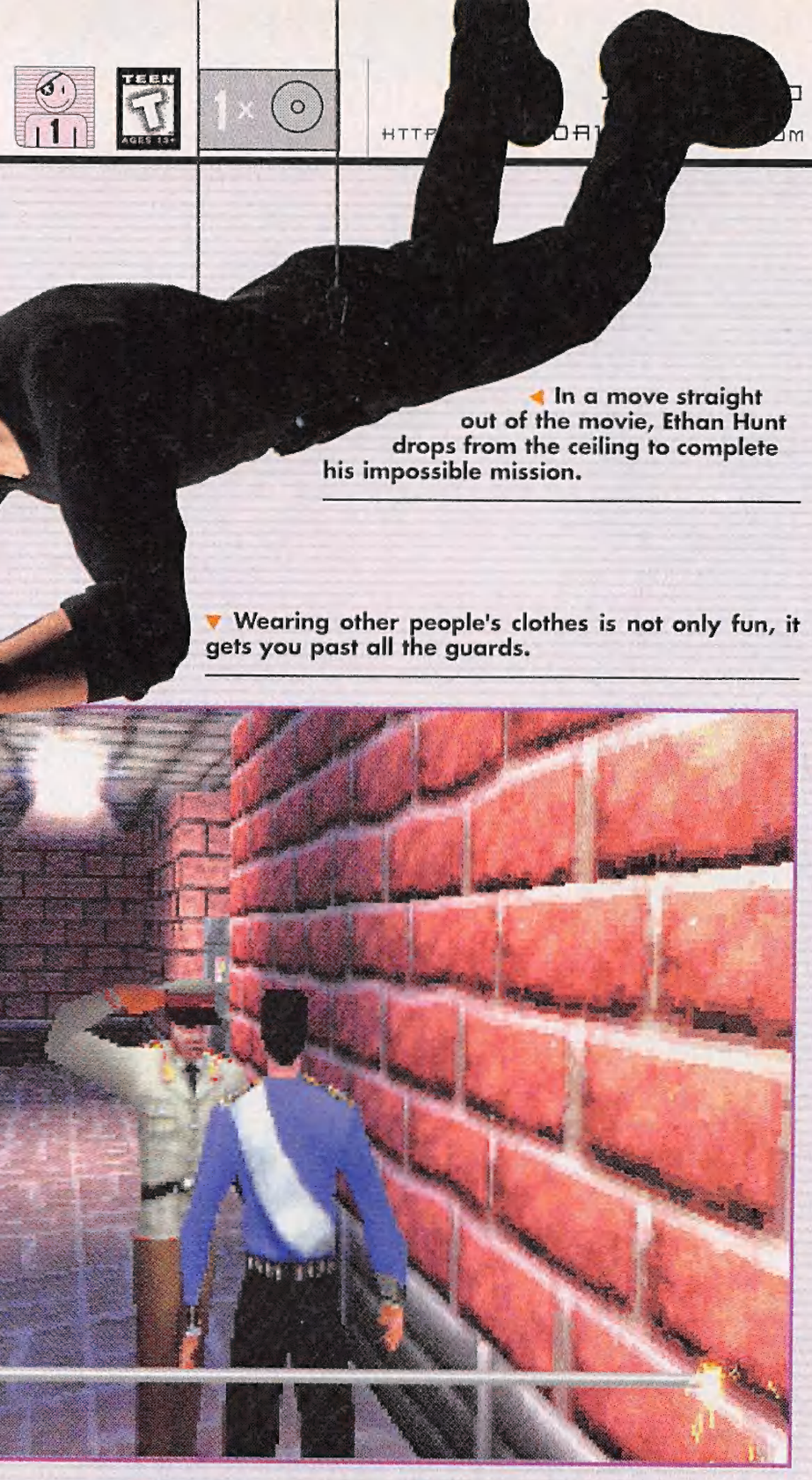
Publisher Infogrames North Am.
Developer X-ample

Release Date TBA
Type Action

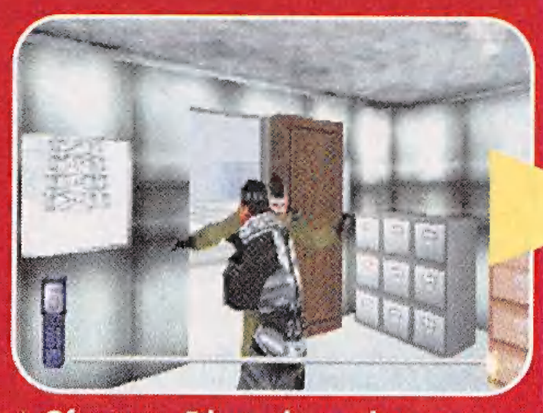


◀ In a move straight out of the movie, Ethan Hunt drops from the ceiling to complete his impossible mission.

▼ Wearing other people's clothes is not only fun, it gets you past all the guards.

WEAPONRY

You'll have to remove threats in plenty of different ways in the game, depending on location, circumstance and who's watching!



▲ Of course, Ethan always has recourse to his deadly 'Way of the Flying Fist' martial art techniques.

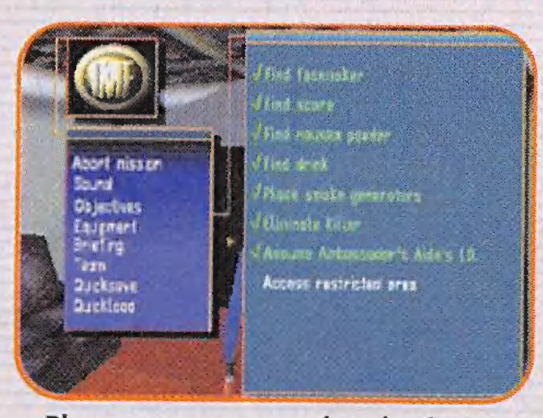
▲ For a more direct approach, you can't go wrong with the pistol.

▲ You're a secret agent, so obviously you get to blow stuff up.

▲ Sometimes, subtlety is required, so use this to dole out some silent punishment.

If you were wowed by the stealthy aspects of *Metal Gear Solid* and couldn't get enough of the undercover missions of *Syphon Filter*, stand by to receive another dose of espionage action with the PlayStation version of the classic spy extravaganza, *Mission Impossible*. Playing as IMF hero Ethan Hunt — your mission, should you choose to accept it — will be to scamper over five missions comprising 25 levels and bring home the bacon without compromising your team. Missions and levels are a direct port of the N64 game, but there are several elements totally exclusive to the PS version. Most impressive of these are the extensive voiceovers: both for mission briefings before you start and useful, timely spoken hints as you work your way through the set tasks. And speaking of tasks, this is no gunfight at the OK Corral: more often than not, going in, doing the job, and getting out must be completed while remaining undetected the whole time, so clear thinking, caution and quick wits are essential to success. Just as in the N64 version, choosing the higher 'impossible' difficulty level will add extra objectives to your mission, and these sorties comprise a diverting mix of covert maneuvers and more arcade-like action sequences. Another bonus for the PlayStation game is a quick save and load feature, with password entry possible if you don't have a memory card at hand. But what's better than all of this is that you'll be able to play with all the cool gadgets and weapons that you've seen in the movie: all to backdrop of the authentic *Mission Impossible* soundtrack. Can't wait.

▲ Mission flow is maintained with the use of seamless cut scenes.



▲ Players may access a handy objectives screen to keep track of their progress.

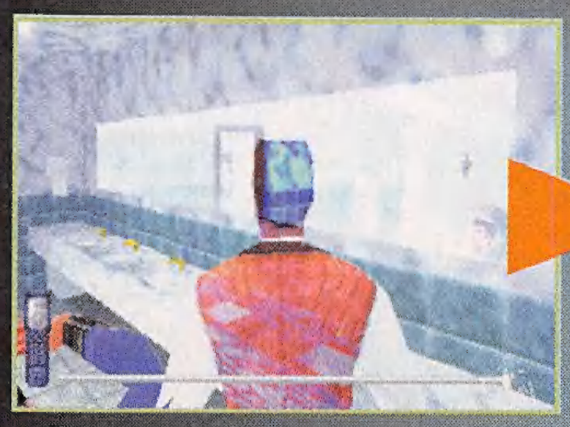
▶ Ethan has all of the high tech gadgetry, including the Facemaker.

MISSION: IMPOSSIBLE

Your mission, should you decide to accept it...

FACEMAKER

It wouldn't be *Mission Impossible* without the high-tech wizardry of the Facemaker, gadget of choice for any self-respecting undercover operative.



▲ First, you need to incapacitate your target, so make the first hit count.

▲ Then it's time for some facelift surgery, MI-style... minus the painful surgery part.

▲ As the facemaker works, even your clothes transform into those of your victim.

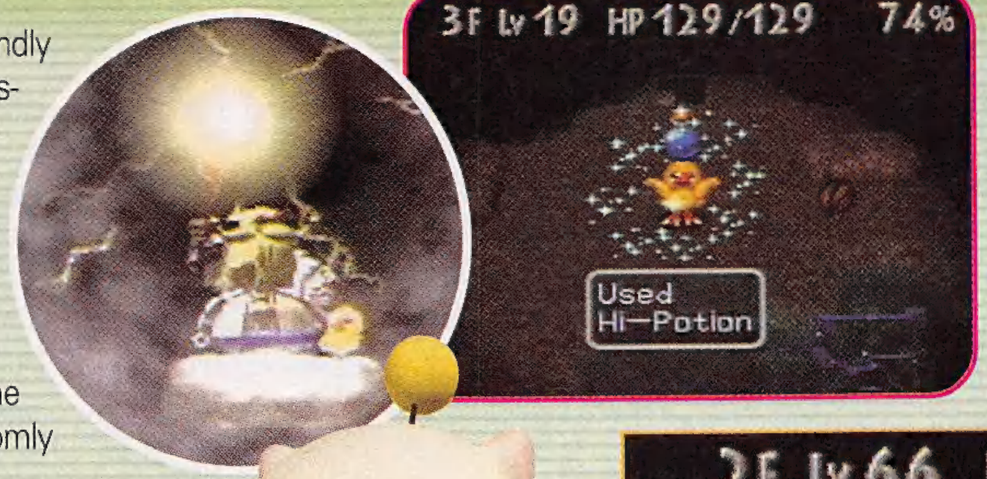
▲ New identity assumed. You're a handsome devil. Yes you are, yes you are.

Publisher Square EA LLC
Developer Squaresoft
Release Date 1st Qtr 2000
Type RPG

CHOCOBO'S DUNGEON 2

Square's feathered mascot is on a role

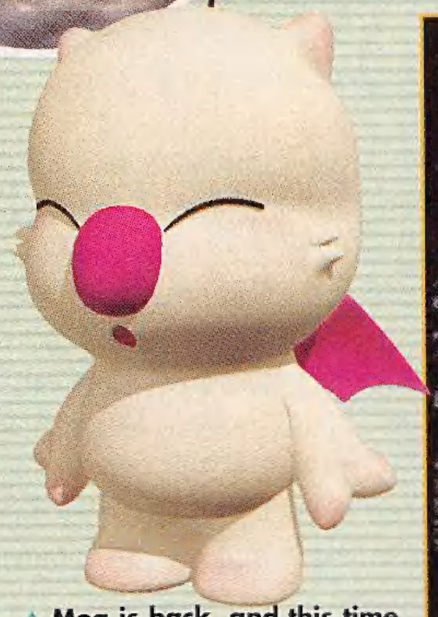
After racing across the finish line in the kid-friendly title, *Chocobo Racing*, Square's trademark mascot returns in a game more true to the company's role-playing roots. But *Chocobo's Dungeon 2* isn't what many gamers would consider a traditional RPG along the lines of *Final Fantasy VIII*. Instead, you'll find a game more along the lines of Konami's *Azure Dreams*, with its focus on randomly generated dungeons and combat techniques.



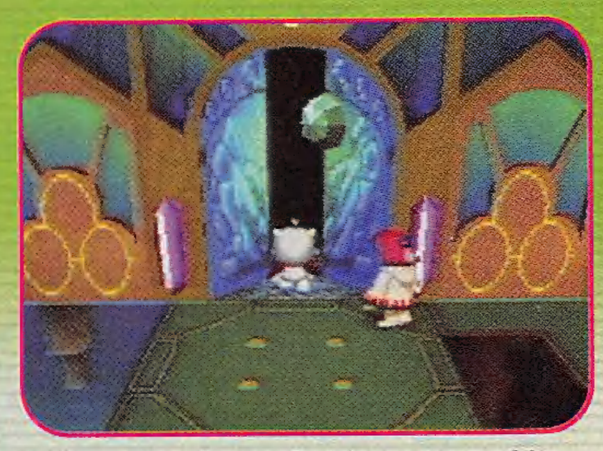
▶ **CG cinemas, spotlighting the cute cast of *Chocobo's Dungeon 2*, are numerous and show off a different side of Square.**

In *Chocobo's Dungeon*, it's your job to guide the fluffy, yellow bird through a series of different dungeons in search of rare items. Most of the time, you'll be accompanied by a "helper friend", or in other words, an equally cute creature that travels with you through the dungeon and helps attack enemies. One of the coolest features in *Chocobo's Dungeon 2* is the ability for a friend to control the second character during your exploits in the dungeons.

Battles are real-time, as well. You will often run directly into enemies on the screen and Chocobo can then either attack them with items or physical kicks, or use magic "books" to cast spells. The result is an interesting and action-packed RPG with plenty of nods to such *Final Fantasy* staples as summon spells like Bahamut, but with an interesting twist all their own. Expect *Chocobo's Dungeon 2* to hit store shelves this January; a promising start to a jam-packed release roster for Square in 2000.



▲ **Mog is back, and this time he's a cranky, treasure-hungry ally to Chocobo.**



▲ **There are plenty of tricks, traps and items to pique your interest throughout your numerous trips to the different dungeons.**

◀ **Managing your items is of utmost importance in dungeons if you're to make it all the way to the boss.**

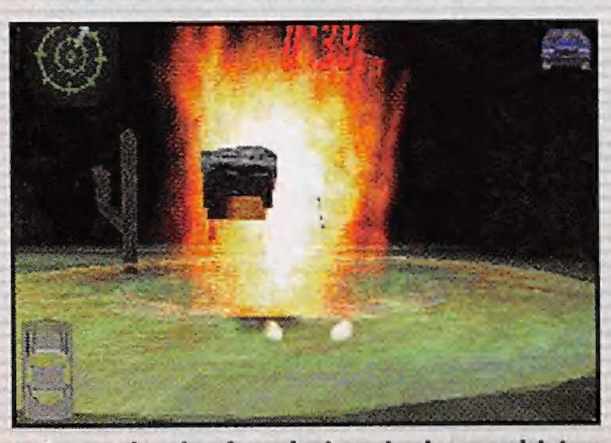
You'll have to learn all the different ways to survive by using every resource in each maze.

Publisher Fox Interactive
Developer n-Space
Release Date 1st Qtr 2000
Type Action

DIE HARD TRILOGY 2: Viva Las Vegas

McClane is back with a vengeance!

▲ **Proceedings get pretty gruesome in the gun game, just the way we like it.**



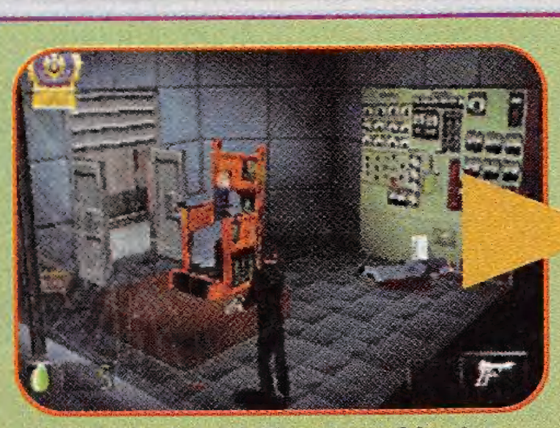
▲ **Expect loads of explosions in the car driving section of the game.**

When the spectacularly explosive action of *Die Hard* makes a return this fall, there'll be plenty of changes to gameplay. Principal among these will be that there will be the chance to play all three distinct game modes together. The new 'Movie Mode' rolls the third-person action, car driving and light-gun shooting games into one plot-driven game, connected with cinemas that make the experience more like one of Bruce Willis' films.

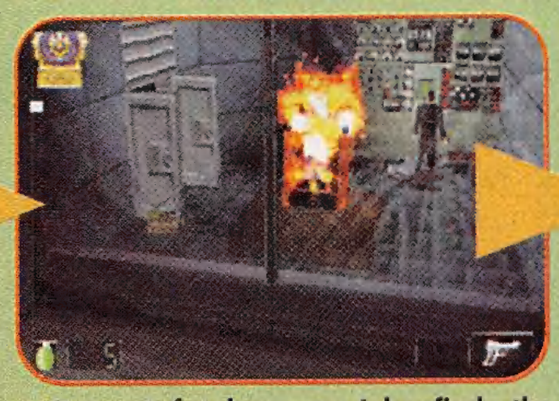
The gaming experience is intended to be a lot more involving this time, too. For example, you can now shoot out security cameras, lights and so on, to help you maintain the element of surprise and make the environments more realistic. Also, enemies can be shot in different places with the corresponding animations and you may (shock, horror!) have to employ tactics. And as if life won't be difficult enough, the bad guys' AI is far better, making them all far more alert to any odd goings-on: it'll be harder just to wade in blasting at everything in sight! Lastly — and a bit of a giveaway given the title — the action will be set in glitzy Las Vegas this time around.

◀ **We don't know yet where Elena makes an appearance, but we sure want to find out... right now!**

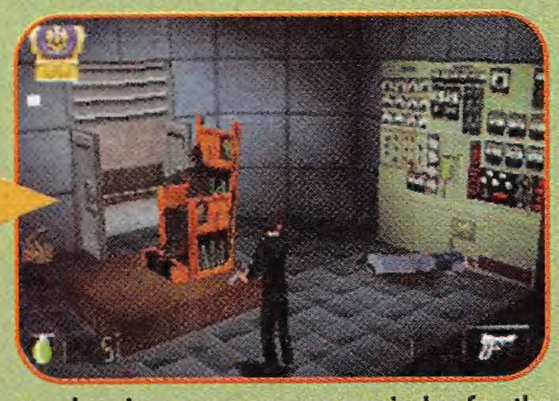
An Electrifying Experience



▲ **At one point, McClane stumbles into an execution chamber, where a convict has had a temporary reprieve.**



▲ **But not for long, as John finds the switch and helps the sentence on its way... bye bye, bad guy...**



▲ **...leaving a gruesome reminder for the rest of the rioting prisoners. Remember, crime does *not* pay!**

Publisher Square EA LLC
Developer Squaresoft
Release Date 1st Qtr 2000
Type RPG
TBA
1 x CD
JANUARY 2000
HTTP://WWW.DAILYRADAR.COM

SAGA FRONTIER II

Square's SaGa heads into a new frontier

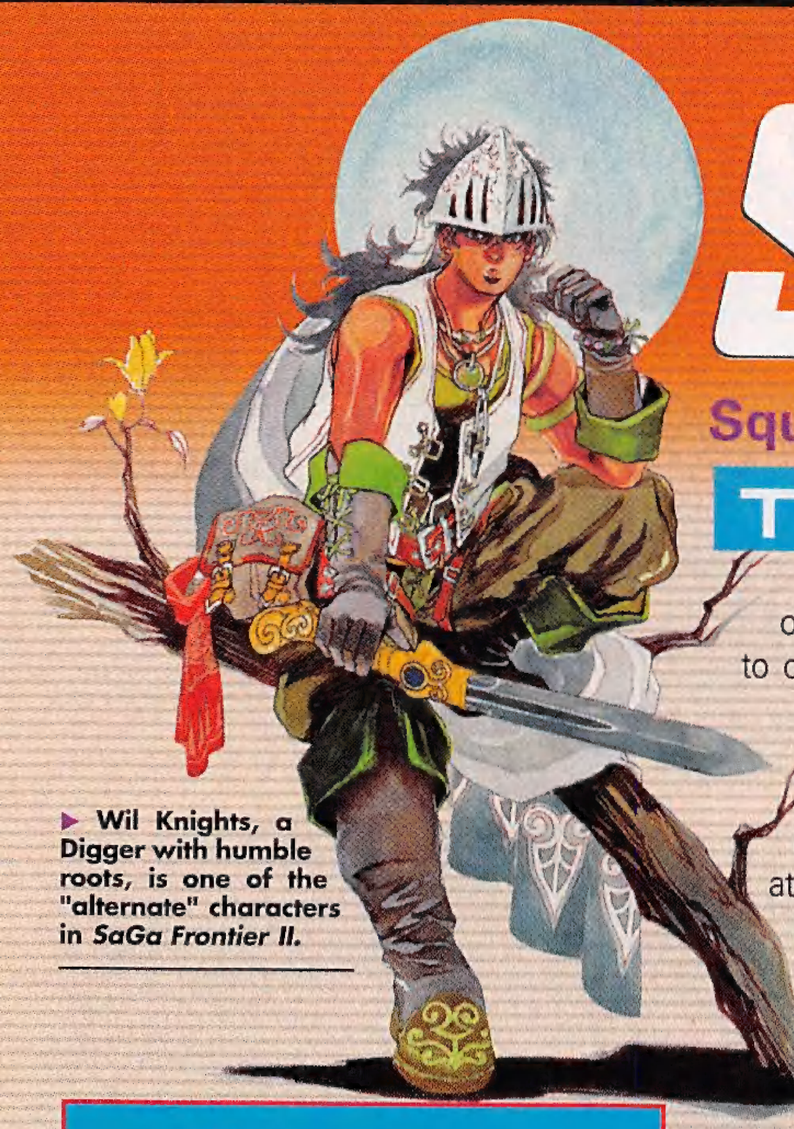
The new millennium certainly won't be a slow time for Square with no less than three titles headed Stateside within the span of only a few months. One of the RPGs scheduled to hit PlayStation is the sequel to one of Square's less-beloved series in the US, *SaGa Frontier II*. Even though America didn't necessarily welcome the original with open arms, it went on to become one of Square's 32-bit successes in its native land. And with the sequel comes an unadulterated amount of changes to the former game's battle and graphics engines.

Though the game includes a few familiar features carried over from the original, this time around Square has not only completely overhauled the prerendered environments in favor of gorgeous, hand-drawn maps, but the time period of the game has changed as well. Taking place in a medieval setting, gamers will be able to guide multiple characters down branching storyline paths. Unlike the multi-character scenario of the first game, the alternate plotlines are more decided by the choices you make in the game which determine the "family tree" of the lead hero.

After certain events are cleared in *SaGa Frontier II*, you'll be able to choose the next area or storyline you'd like to follow. Therefore, you'll find yourself as an exiled royal family member one moment, then a humble Digger, or adventurer the next — depending on the story you'd like to follow. In addition, the game's combat engine has changed as well.

Though enemies in the mazes and dungeons are still visible on screen, this time around you'll able to better determine your characters' attributes by the weapons they wield. In line with the elements, some weapons will bestow Flame, Water or "Tree" powers to your character, thus determining how powerful their attacks will be against certain enemies. You'll also be able to fight one-on-one against some of the enemies in dungeons and choose the combos you'd like to enact on them. Overall, the battles in *SaGa Frontier* promise to far surpass the simplicity of the original's combat system.

With its distinctive look and innovative battle systems, *SaGa Frontier* received plenty of kudos and accolades from the Japanese gaming press when it released last year. It certainly appears to be one of the strong role-playing contenders for early 2000 and you can expect a full review of the game in the next issue of PSM.



▶ **Wil Knights, a Digger with humble roots, is one of the "alternate" characters in *SaGa Frontier II*.**

▲ **You'll have the choice to pick and choose between different story events at certain points in the game.**

▼ **Spears, swords and other medieval weaponry seem to be the weapons du' jour in *SaGa Frontier II*.**

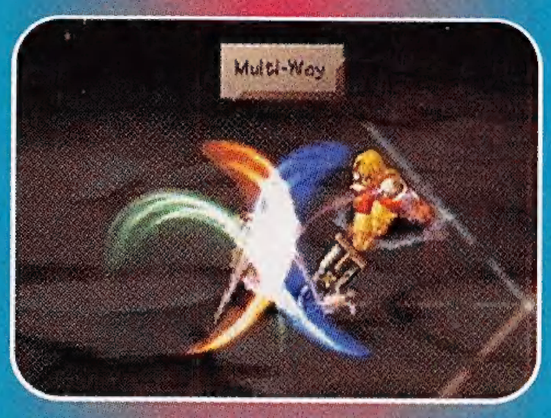
▲ **Spell effects are impressive and mimic *Final Fantasy Tactics* more so than any other Square game.**

▲ **You have the opportunity to fight with up to four people in your party — others have to wait in the "sub-party" menu.**

Building Character

In *SaGa Frontier II*, your party members will gain leeway in all sorts of statistics, including spells and skills. Weapons can also be leveled up to strengthen your attacks.

▲ **After battles, you'll be awarded points which will be counted toward several categories of attributes of each character.**



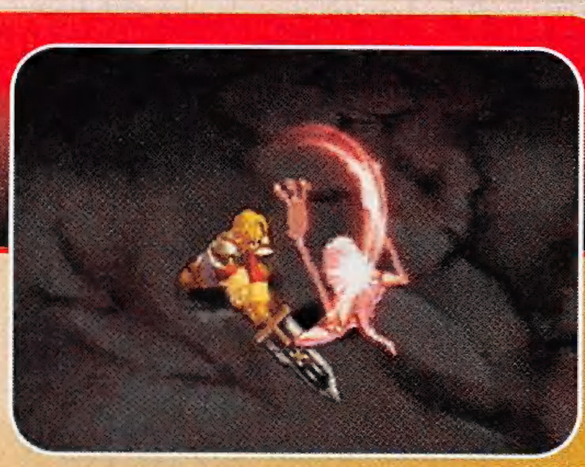
▲ **The more you use your elemental techniques, the stronger they will become.**

▲ **Weapons have their individual levels and strengths against specific enemies. Learn how to use them well.**

Build Your Own Combo

When you hit upon a party combo in battle, the attacks are then recorded in a handy "Player Notes" menu of the game for future reference. You'll need them to survive the tough battles ahead.

▲ **While the combos aren't exactly dazzling on the graphics scale, they do pack a wallop against the enemy.**



▲ **You'll have to remember some of your solo combos in order to do well in the one-on-one fights.**

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TEEN
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CONTENT RATED BY ESRB

DUNE™ 2000

PlayStation

- Real-time strategy blended with blazing action
- Sharp, 3D terrain with true elevation
- Play three distinct sides across 30 missions
- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack

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Publisher THQ
Developer Yukes

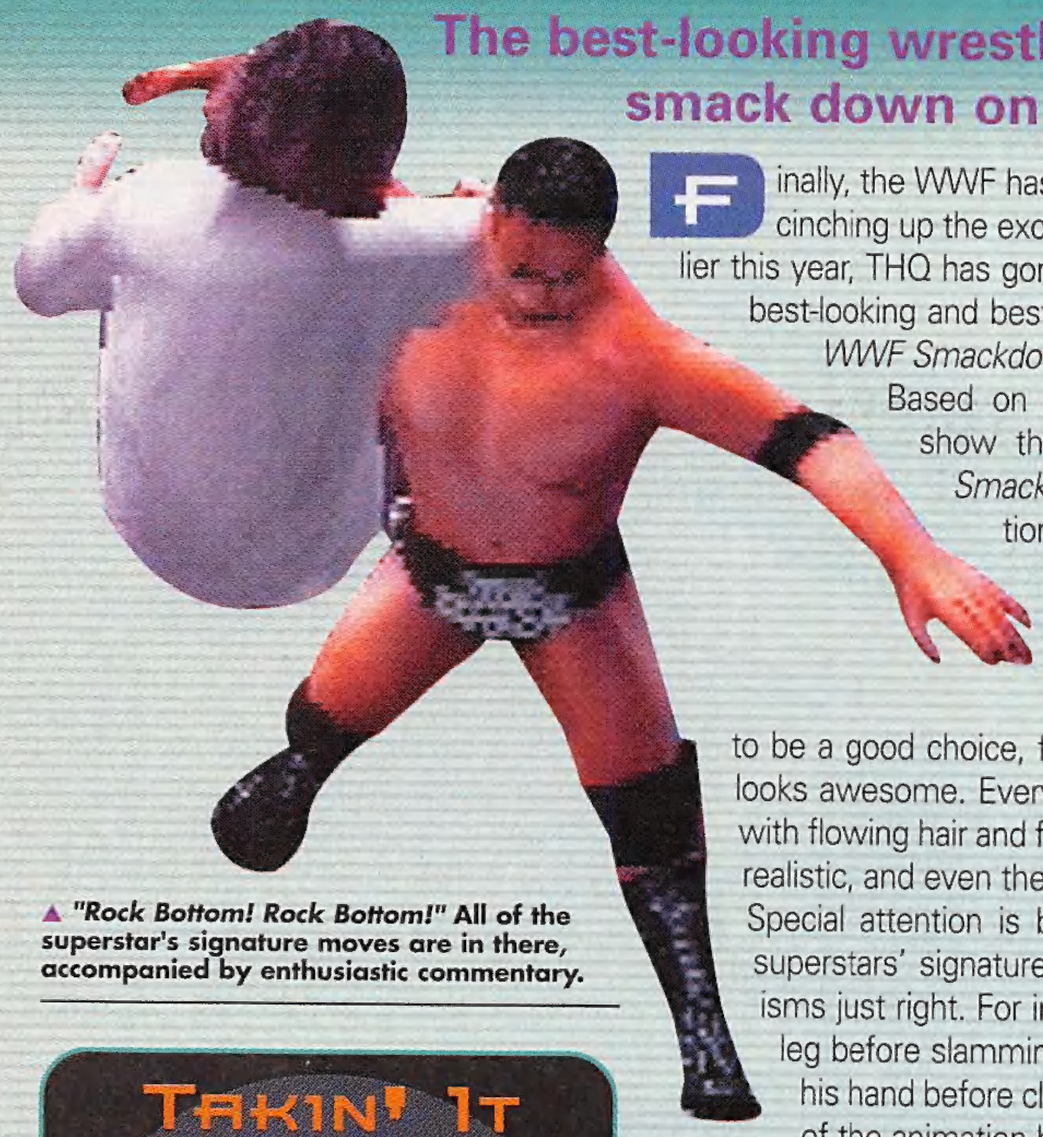
Release Date February
Type Wrestling

1-4 | TBA | 1 x CD

WWF SMACKDOWN

▼ Just as in the real ring, The Rock is especially good at laying the smack down on jabronies in the corner.

The best-looking wrestling game yet is out to lay the smack down on the competition



▲ *"Rock Bottom! Rock Bottom!"* All of the superstar's signature moves are in there, accompanied by enthusiastic commentary.

Finally, the WWF has come back to PlayStation. After cinching up the exclusive rights to WWF games earlier this year, THQ has gone to work on what could be the best-looking and best-playing wrestling title ever with *WWF Smackdown*.

Based on the massively popular network show that airs weekly on UPN, *WWF Smackdown* runs on a fourth generation engine created by Japan's premiere developer of wrestling titles, Yukes, who is best known for the *Tokuon Retsuden* series. It would seem to be a good choice, for even at this stage, the game looks awesome. Every wrestler is smoothly modeled, with flowing hair and flexing muscles, the shadows are realistic, and even the crowd looks right.

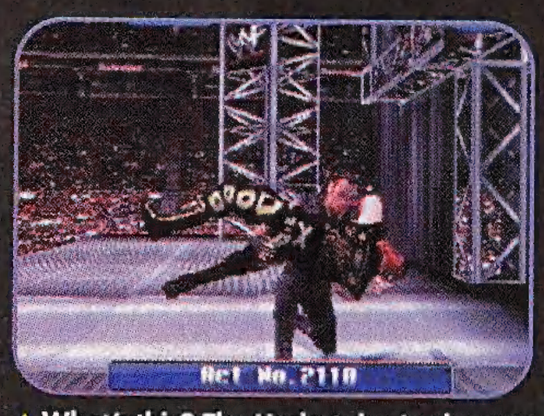
Special attention is being paid to getting the WWF superstars' signature moves, attitudes, and mannerisms just right. For instance, The Rock will shake his leg before slamming it into opponents and spit into his hand before clocking them upside the head. All of the animation has been created by hand, rather than using motion capture techniques, and the result is already very impressive.

THQ is also putting a lot of effort into all of the extras that can make wrestling games more fun than the real thing. *Smackdown* will feature one of the biggest selections of bonus modes ever, including an in-depth create-a-wrestler mode (putting Jericho's head on Chyna's body is especially entertaining), create-a-belt mode, create-a-PPV mode, and loads of match options, from hardcore rules to the infamous I Quit. Bringing the game even closer to the real deal are a full season mode (complete with hundreds of possible behind-the-scenes encounters produced using the game engine) and the ability to battle almost anywhere backstage with anything that's not nailed down.

The best wrestling game ever? Just maybe. *WWF Smackdown* is looking and playing great even at this early stage, and if THQ can deliver the goods as promised, wrestling fans may very well be looking at their dream come true — other than The Rock winning back the belt from some unworthy jabronie, that is.

Takin' It Backstage

Not all of the brawling in professional wrestling takes place inside the ring. *WWF Smackdown*'s creators realize this, and as a result, you'll be able to take the action backstage whenever you want. You can battle up the steel ramp into the backstage area, pick up all sorts of objects, and brawl in areas ranging from the kitchen to dressing rooms to the truck loading dock.



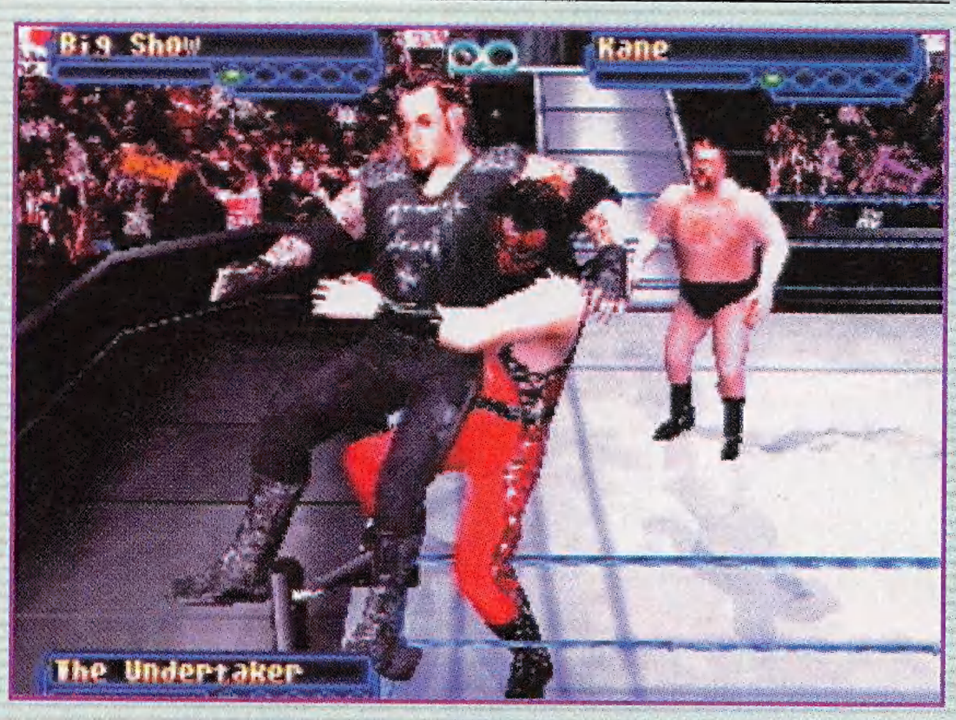
▲ What's this? The Undertaker's about to lay Road Dogg out on the cruel metal ramp! This is gonna hurt!

▲ Later, the match moves backstage, and the D-O-Double-G gets his revenge — thankfully not doggy-style.

▶ The game will let up to four human players wrestle it out in the ring. THQ is even working to get tag-team moves, such as those used by The Hardy Boyz, just right.

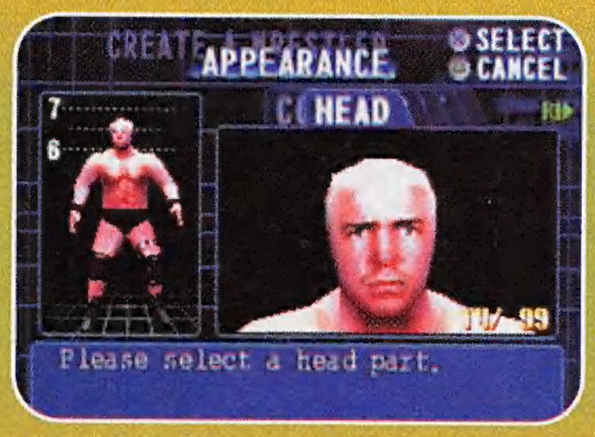
◀ With all of the match options available, even recreating the Rock 'N Sock Connection will be a breeze. Just don't let The Rock find out you've done it...

▼ The Undertaker's back, and there'll be hell to pay (har-har) when his brother Kane gets ahold of him.



Are You a Super Heavyweight?

No? Well, you can construct one (such as Hardcore or Crash Holly) using *Smackdown*'s super-detailed create-a-wrestler feature, or even produce your own completely original wrestler from scratch. You can choose different head types, bodies, limbs, faces, hair, and even weight — and that's just the beginning. There are several personality and mental attributes that'll affect how your character wrestles, and, of course, tons of moves to select from.

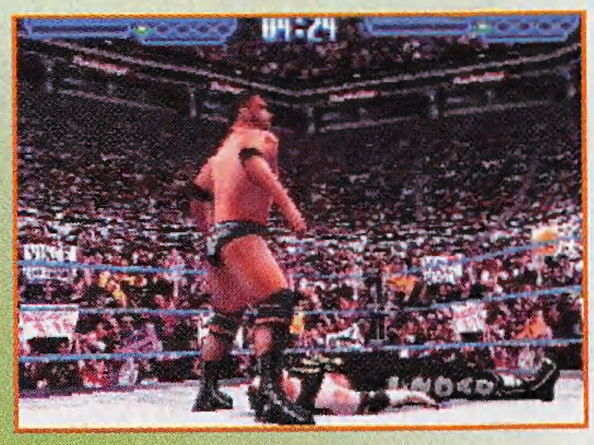


▲ Simple options, such as choosing your wrestler's face, are just the beginning. There are tons more options!

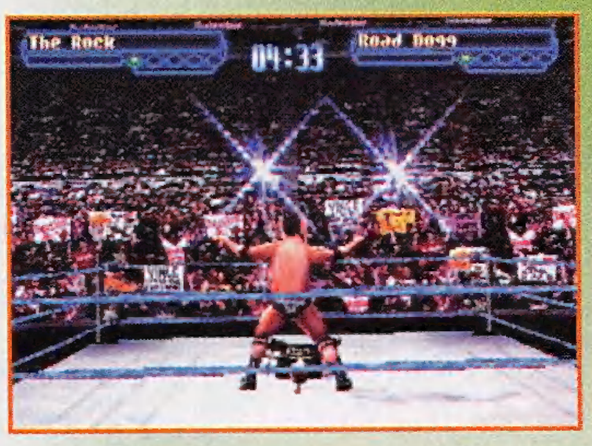
▲ The real fun should be in the fine adjustments, like these, that let you customize their figure and stature.

Electrifying Moves

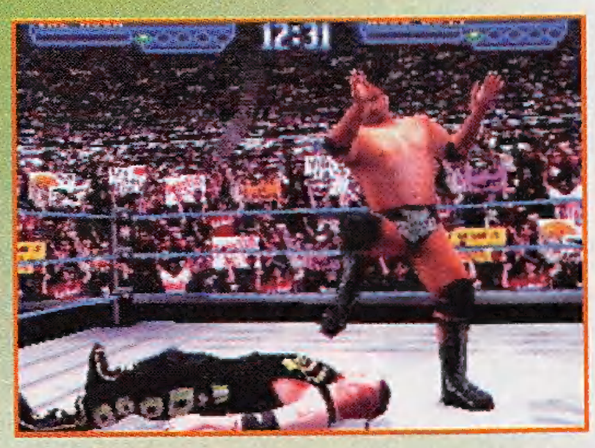
THQ working extra hard to make sure each wrestler's signature moves are faithfully re-created using hand-created animation. Everything from The Godfather's Ho Train to The Rock's People's Elbow will be in the game, and can be executed one the character's spirit meter is fully charged. Tag team moves, such as those used by The Hardy Boyz and Edge and Christian are also in the mix!



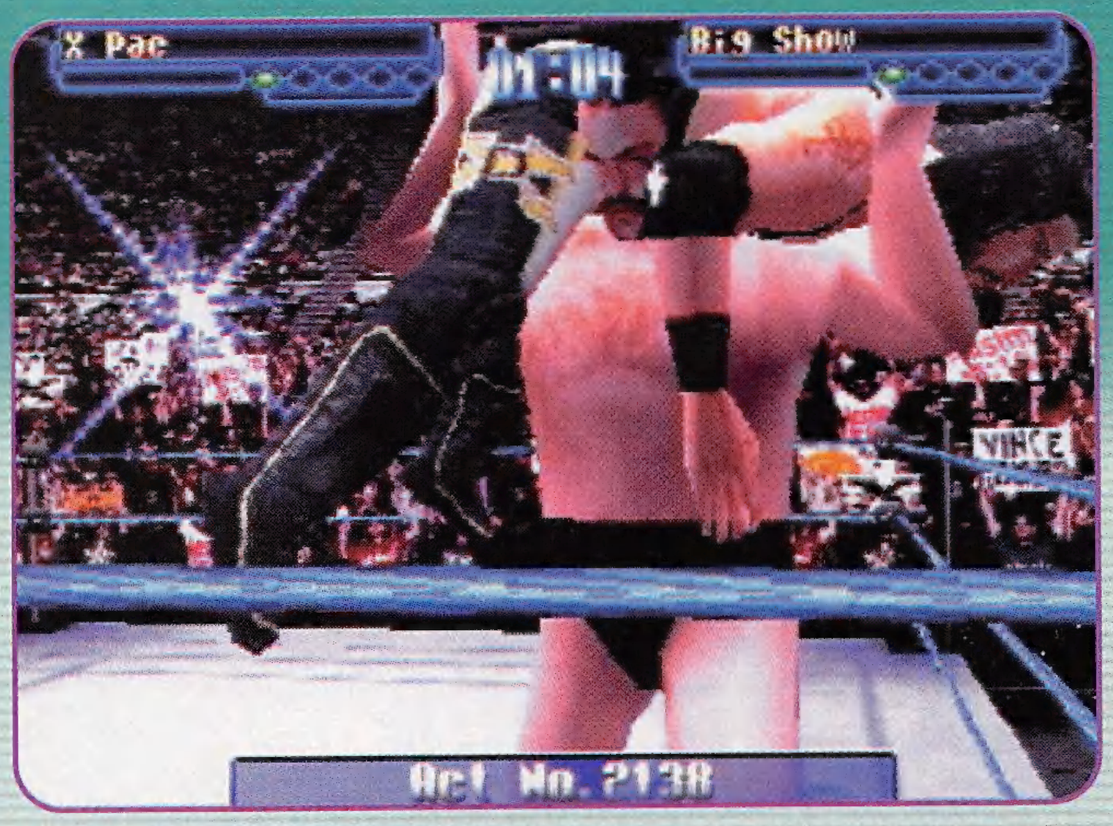
▲ Could it be? The most electrifying move in sports entertainment today?!



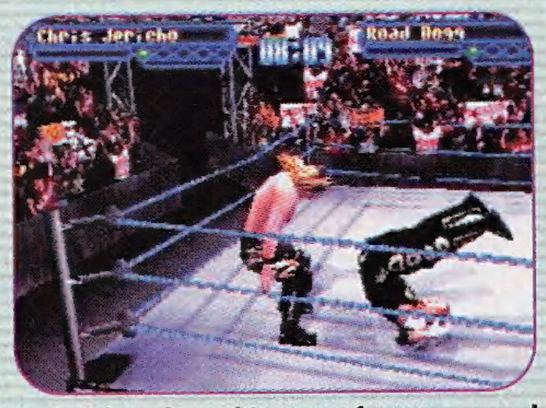
▲ The Rock prepares to send his elbow guard sailing toward one of the millions — *and millions* — of The Rock's fans.



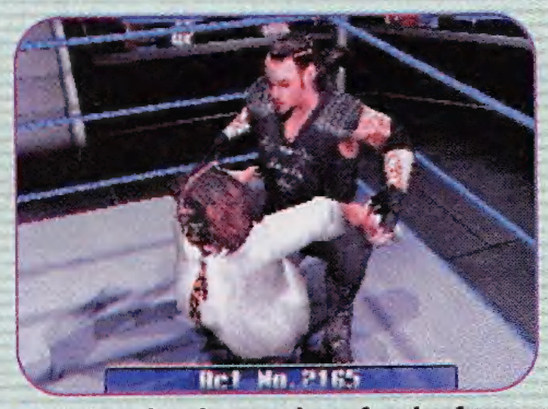
▲ Finally, the big splash — the People's Elbow itself. Remember, don't try this stuff at home, gang!



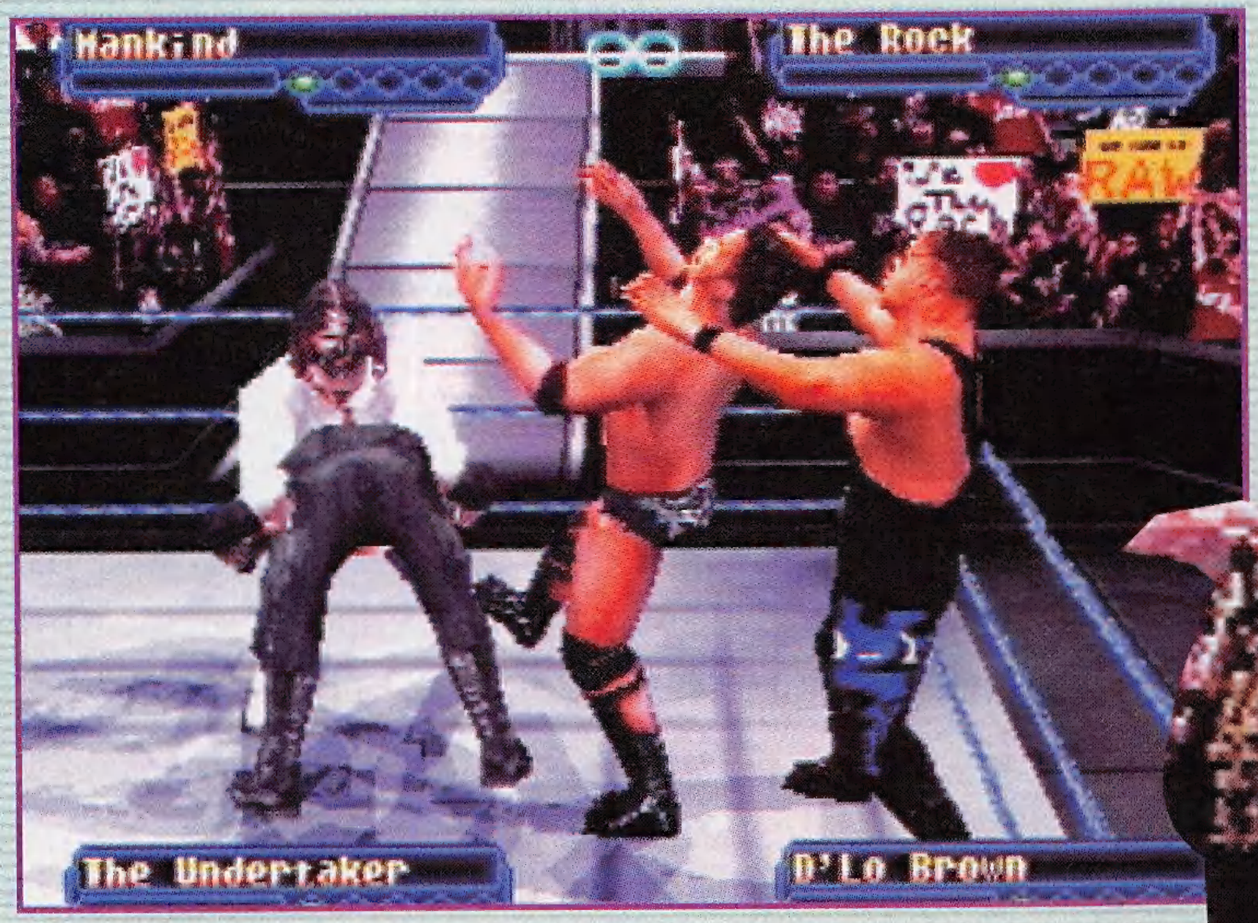
▲ This is what happens when X-Pac takes on the Big Show after forgetting to take a swig of his energy drink.



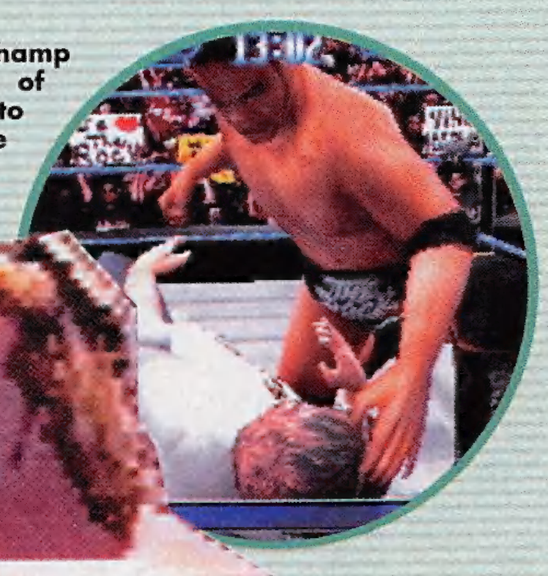
▲ Jericho shuts his trap for once, and actually gets into the ring to square off against Road Dogg.



▲ Undertaker has no love for the former Dude love, however — it's submission move time!

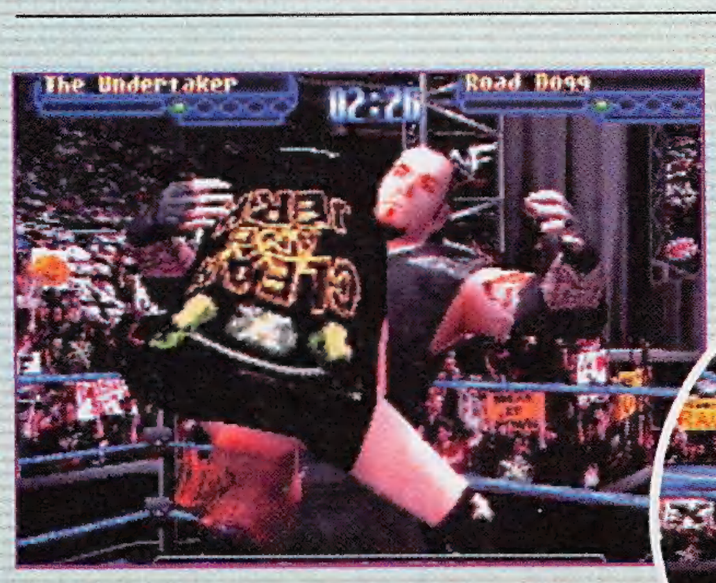


▲ D'Lo and The Rock shudder in disbelief as Mankind gets ready to pile drive The Undertaker. Hey, where's the thumbtacks?

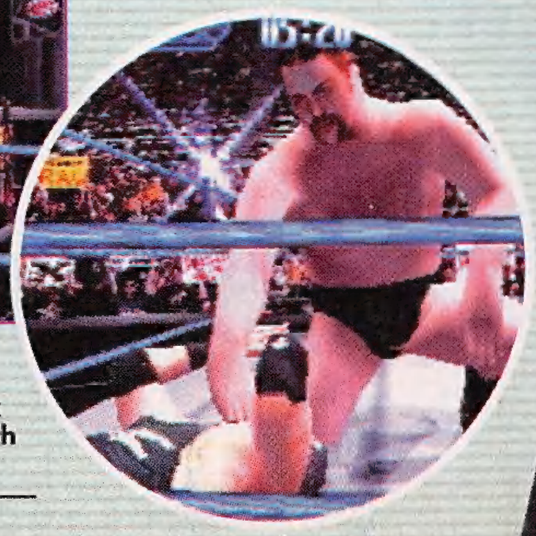


▶ The People's Champ dishes out a slice of the People's Pie to an unfortunate Mankind, otherwise known as Mick Foley.

◀ "Call me the Ayatollah of Rock-and-Rollah or I'll rip your ears off!"



◀ Signature moves, such as The Undertaker's Tombstone, can only be performed when your wrestler's 'spirit meter'-like gauge is fully charged.



▶ All of the wrestlers are surprisingly close to their real-life selves — Big Show really does look (and move) like the 7-foot, 500 pound mammoth he is.

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NCAA BASKETBALL

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COLLEGIATE LICENSED PRODUCT

Publisher Eidos
Developer Kronos

Release Date 1st Qtr 2000
Type Action

FEAR EFFECT

Only fools feel no fear

▲ Be careful. This man knows Kung Fu.

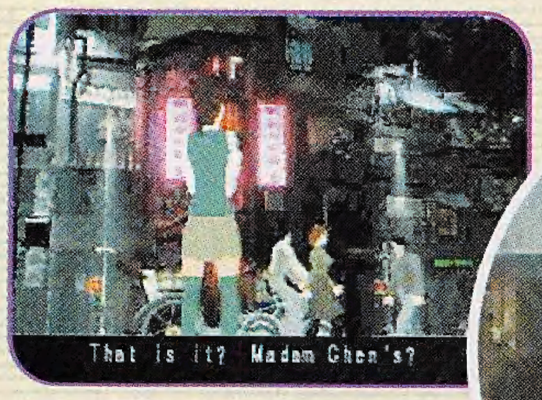
▶ What good is an adventure game without zombies? These guys actually beg you to kill them — in Cantonese!

Since we last previewed *Fear Effect*, we've spoken to Eidos representatives and played a whole lot more of the game itself. There have been some changes, but from what we've seen, they've all been to the good. Characters are now capable of several evasive maneuvers, for instance, making them less of a sitting duck when under fire, including a forward roll and some nifty sidestepping. Also, enemy AI has been tweaked, so they now duck, move behind objects and so on to dodge your attacks. The adrenaline meter is still here, showing a positive response as you complete puzzles or dropping off scarily as you take hits from enemies, but its full role is still undecided. This is a bit puzzling, since it was originally planned to be a central feature of the action, even giving the game its name. Here's hoping the meter proves to be the innovative addition to game play it was planned to be.

Elsewhere, the change between player controlled scenes and movie segments is deeply impressive — you can hardly tell the difference. There are none of the delays or stuttering you may be accustomed to as sequences are triggered, giving the game a movie-like feel that has to be seen to be believed. Combined with several very distinctive-looking playing scenarios, all teeming with background activity, *Fear Effect* imparts a real sense of being immersed in an interactive movie. Action sequences feel solid, and the addition of a new targeting reticule, that turns red when you have a clear shot, make the kills very satisfying. Not that the mayhem is all one-way: one element of the game that could prove to be its most distinguishing feature is its dark theme. Not everything goes to plan for your group, and the storyline promises to take some alarming, and downright unexpected turns for the worse. At some points, the action is very graphic, even disturbing, in nature and is not one for the faint hearted. We obviously don't want to ruin anything for you this early on, but let's just say that your team may not emerge from their adventures totally unscathed. *Fear Effect* is set for an early 2000 release.

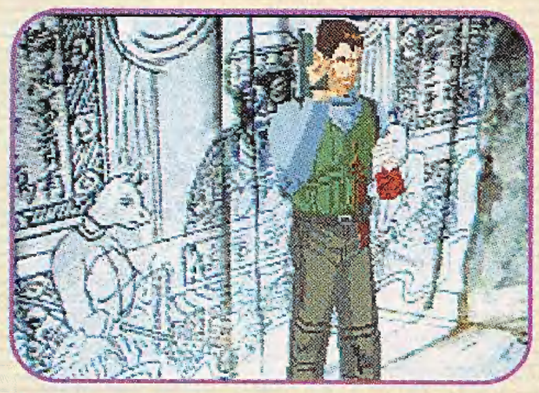
▶ Darn! I just had a shower and I've already got fresh blood on my feet.

▲ Hana preps for her deadly towel attack. You have to love a game with shower scenes like this.



▲ The different locales are distinctive and lively, with plenty going on in the backgrounds.

◀ Hana's dressed to kill. Not very dressed, but dressed nonetheless.



▲ Glas is all man. He may only have one arm, but he can still wield a gun!

Movie-like Camera

Fear Effect features some very cool use of camera angles, making it look more like a movie than a game in places.

▲ The camera pulls all the way back for this shot to show scale.

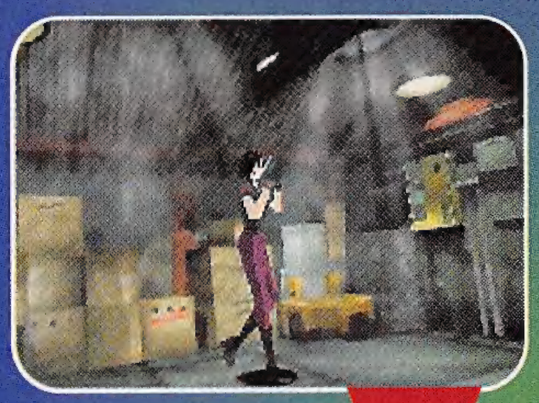
▲ John Woo would be proud of the action in this overhead take.

▲ You're still fully in control of Hana as the camera pans around her.

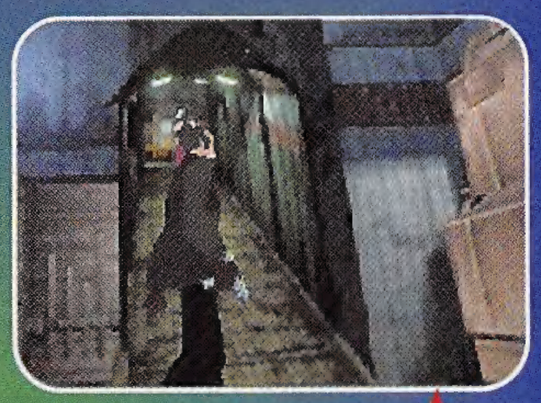
▲ This is a great moment: very cinematic, dramatic and unexpected.

Movie-like Cut Scenes

Along with the neat camera angles, the game's seamless cut scenes give the player the impression of being in a movie.

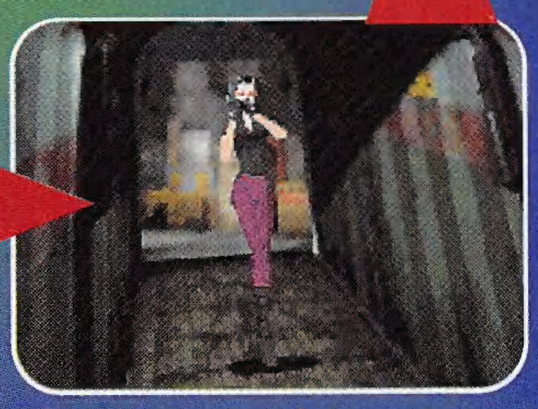


▲ Hana approaches the entrance to a ramp, gun at the ready.



▲ Another switch and you see your quarry. You have a clear shot.

▲ As you get closer, the camera swings around again.



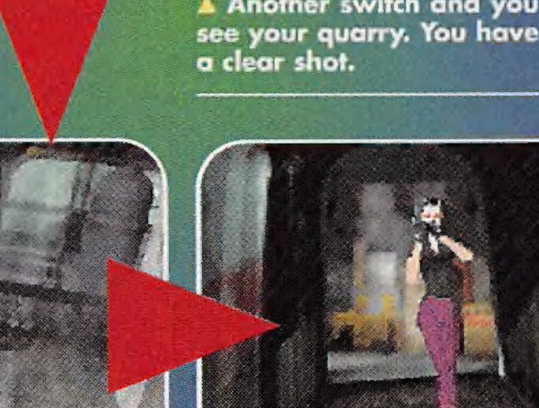
▲ Tension mounts as the camera moves and you can't see where you're headed.

▲ When the crosshairs turn red, you know you have a one-shot kill opportunity.

▶ Hana strikes an, er, artistic pose for the cameras.

Movie-like Previewing

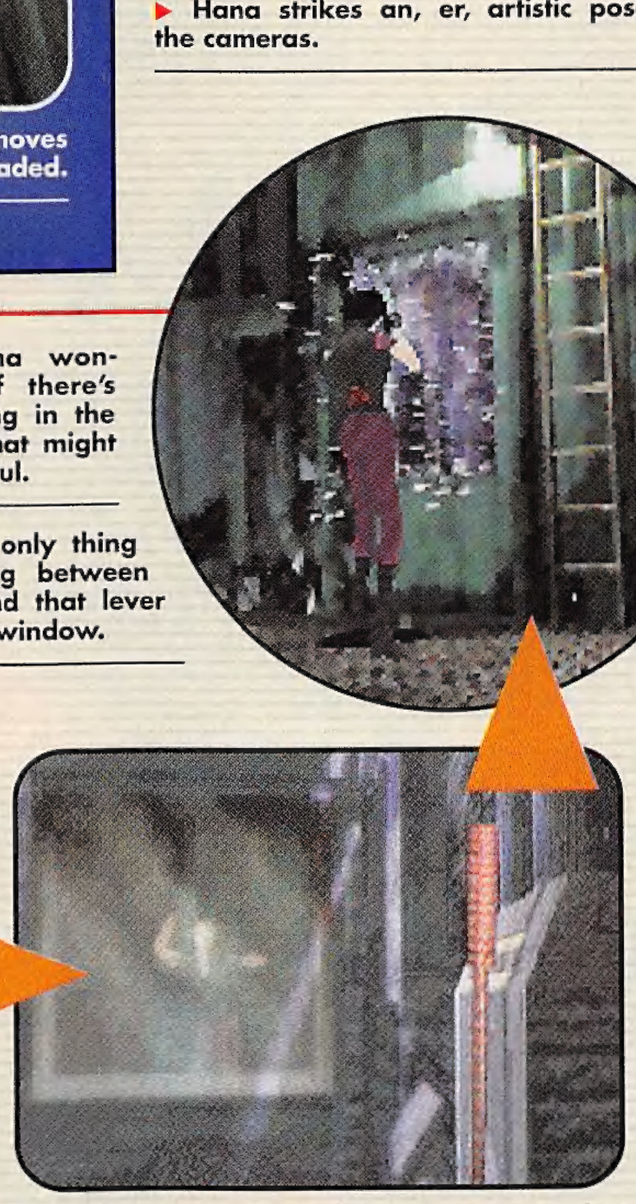
When you near a location or item that could help, you can use 'look' to trigger a cool sequence giving you handy clues.



◀ Hana wonders if there's anything in the shed that might be useful.

▶ The only thing standing between you and that lever was a window.

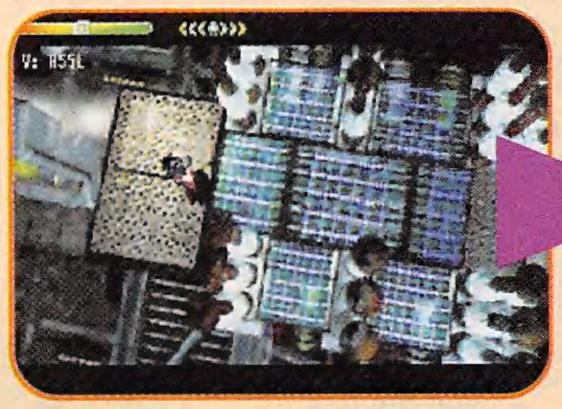
▲ Use 'look' to see if there's anything worth your attention in the hut.



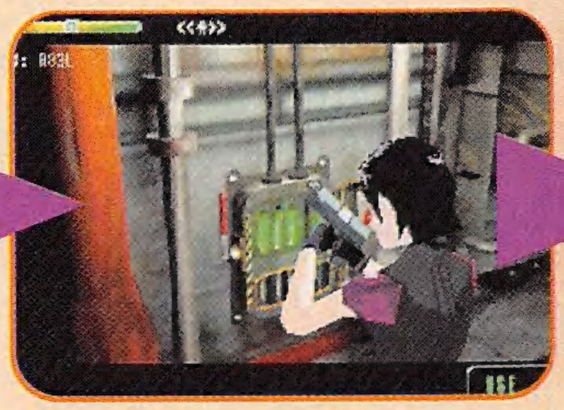
▲ As the camera focus changes, you see what you have to do.

Movie-like Puzzles

OK, it's a kind of switch-flipping exercise, but the cinematics in *Fear Effect* extend to the puzzles.

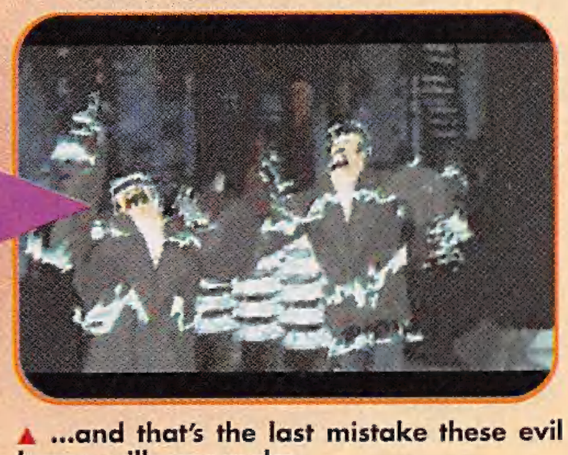


▲ The first time you see this grid, power is off and a lone guard is patrolling it...



▲ ...but then you work out a way of restoring power...

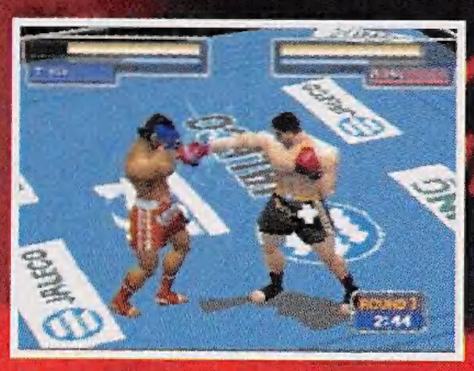
▲ ...and the beefed-up security detail is caught unawares...



▲ ...and that's the last mistake these evil bozos will ever make.

KICK SOME VIRTUAL BUTT

Compose a strategy in the training mode



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Publisher Infogrames
Developer Glass Ghost

Release Date 1st Qtr. 2000
Type Shooter

EAGLE ONE:

Harrier Attack

Another terrorist plot strikes videogame land

A terrorist-inspired Armageddon is the backdrop for Infogrames' attempt at a jet fighting game on the PlayStation. As the story unfolds, using loads of actual news footage, the first US territory to fall into enemy hands are the remote Hawaiian Islands and, of course, the logical solution is to send in a solo Harrier Jet. There are actually a few different aircraft to fly in the later missions, including A-10 Warthog, Huey Helicopter and an F-16, but it's the Harrier that takes the spotlight. This jet's hovering capabilities are what will help *Eagle One* to stand apart from other flying games, like *Ace Combat 3,* and provide for some interesting strategic possibilities throughout its 25 missions.

The Harrier and other aircraft are looking great with all sorts of little details, like moving ailerons and retracting landing gear. You also get those cool streams of steam off the wing tips whenever you make a high G turn. Weapons choice depends on the mission parameters, but throughout the game you'll get to fire off rockets, air-to-air missiles, air-to-ground missiles and even laser-guided smart bombs. All the weapons will create impressive explosions that will permanently mark the terrain. There are two types of control featured, one for the beginner and another which is more of a simulation for advanced players. Using the advance mode, all types of real maneuvers are possible, such as loops and rolls. The analog controller is used effectively with the right stick allowing you to change your camera view on the fly.

There appears to be a wide variety of types of missions you'll get to try, including night sorties where you use a special green night vision. You also get to try your hand at refueling in mid-air and you will even have to rearm from time to time. Replayability is obviously being considered with the inclusion of a couple two-player split screen modes. You and a friend will be able to either work cooperatively to finish a mission or go at it head to head and try to shoot each other out of the sky. This title is showing a lot of promise, but there is still some polishing to do before it can truly compete with Namco's upcoming *Ace Combat 3.* We'll see if Infogrames can pull it off.

▼ All of the Harrier's capabilities are going to be put to the limit in *Eagle One.*

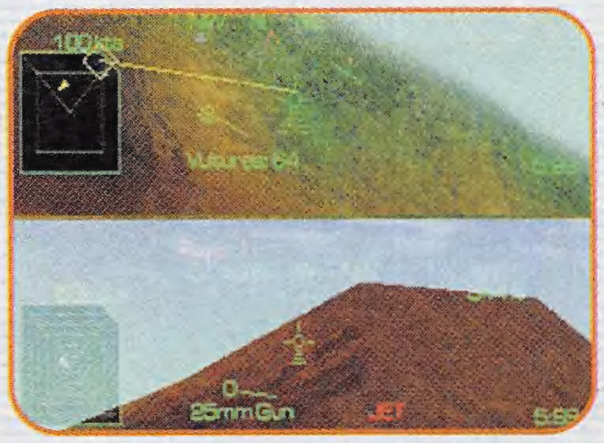
◀ Cool looking explosions are one of *Eagle One's* best attributes.

THE HARRIER

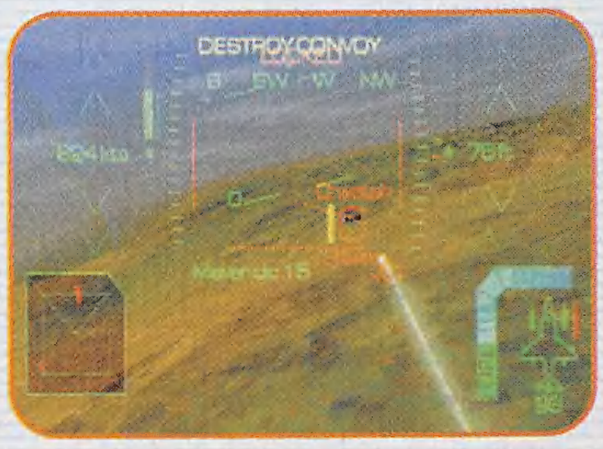
The Harrier Jump Jet is a unique aircraft with vertical take off and landing capabilities. This feature is widely used in the game and should make this title stand out among the other flying games available. When in the hover mode, the landing gear will be extended, but when your forward momentum goes over a set speed, they retract for aerodynamic reasons.

▲ The control scheme changes a bit while in the hover mode. You should also be aware that you will become more of a target while hovering or moving around slowly.

▲ When in jet mode, you will fly around like a normal aircraft, although the Harrier can fly at much slower speeds than traditional aircraft without worry of stalling.



▲ Strike out as a team or see who's the best pilot in a dogfight using the two-player split screen mode.

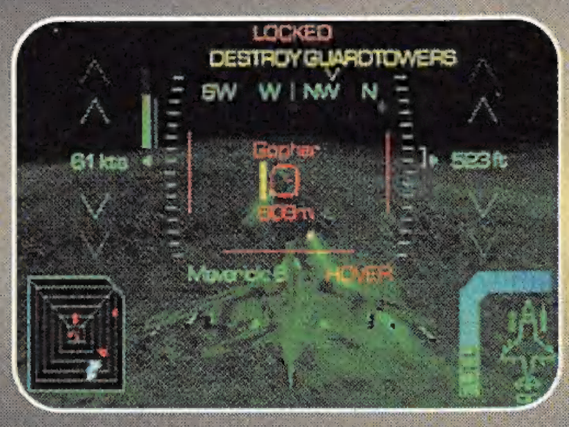


▲ Two views are offered, outside your jet and inside the cockpit. The cockpit view is the one that can make you a bit woozy.

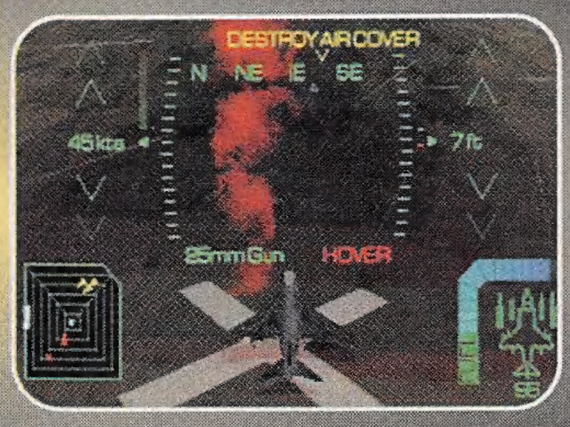
MORE THAN FLYING AROUND AND SHOOTING

You will be taking part in a large variety of different missions within the game. You also will be using several different flying skills within each one. You'll be taking out targets in the air, moving on the ground, rescue missions and even some landing and taking off.

▲ The easiest way to take out an air target is to lock on with air-to-air missiles and fire away. A "Sierra Hotel" pilot might want to go to guns here.



▲ On night missions, you will use a green night vision display. Use air-to-ground missiles on land targets or go into hover mode and use your machine gun.



▲ In some missions, you'll have to rescue a fellow pilot who was shot down. To be honest, this kind of mission is better suited for a helicopter than a Harrier.

▲ You get to take off and land on many surfaces, including the pitching deck of an aircraft carrier. Harriers do not require the usual steam-driven cat shot.

Publisher Electronic Arts
Developer Electronic Arts

Release Date 1st Qtr 2000
Type Combat Racing

1-4 | TBA | 1 x CD

ROAD RASH JAILBREAK

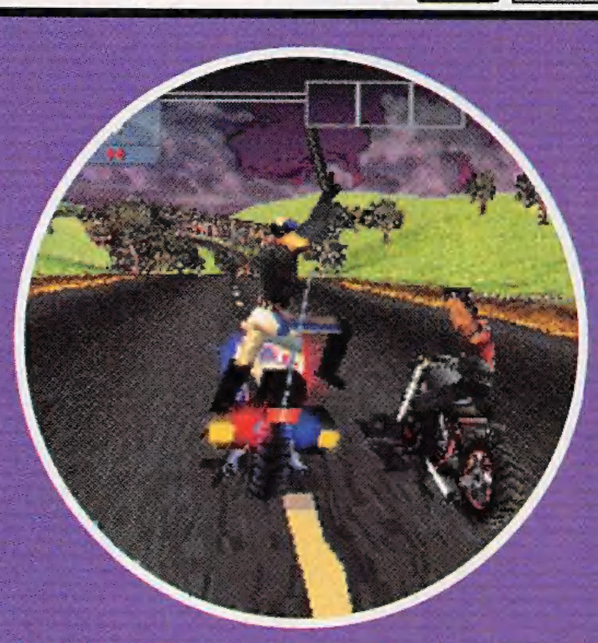
Road Rash introduces some major multiplayer mayhem

Well, if combat motorcycle racing can legitimately be considered a genre, then EA's *Road Rash* series is easily the king of it, probably because there aren't any other combat motorcycle racing games out there. Regardless, the games have always been pretty popular, so another sequel was to be expected.

In *Road Rash Jailbreak*, your main mission is to free the greatest rasher of all time, Spaz, from the long arm of the law. Spaz was framed for a crime he didn't commit. Oh, wait a minute... that's the A-Team. Spaz is probably as guilty as you can be. Still, you have to slowly make your way up the ranks of a gang and prove that you're tough enough to rescue him from jail.

EA is really focusing on the multiplayer aspects of the game this time around and have included two brand new modes to wet people's competitive spirits. The first mode is simply called "Sidecar" and allows two players to actually team up to take on the computer players or two other real-life players. Basically, one person drives the motorcycle while the other one sits in the sidecar (obviously) and attacks the other opponents. The other mode, Rash Match, is your basic bare bones one-on-one race to the finish line. There is also one other interesting mode, "Five-0", which throws you in the shoes of the fuzz as you attempt to bust gang members for rewards.

After the disappointment that was called *Road Rash 3D*, it is nice to see EA is getting serious about the series again. Perhaps this will be the title to infuse the series with some new life. It seems to have all the necessary elements to be a fun game: a decent premise, multiplayer support and lots and lots of fighting. Let's hope it lives up to its potential.



▲ There are now 45 new attack combinations and supermoves for players to discover. That should make the combat that much more exciting.

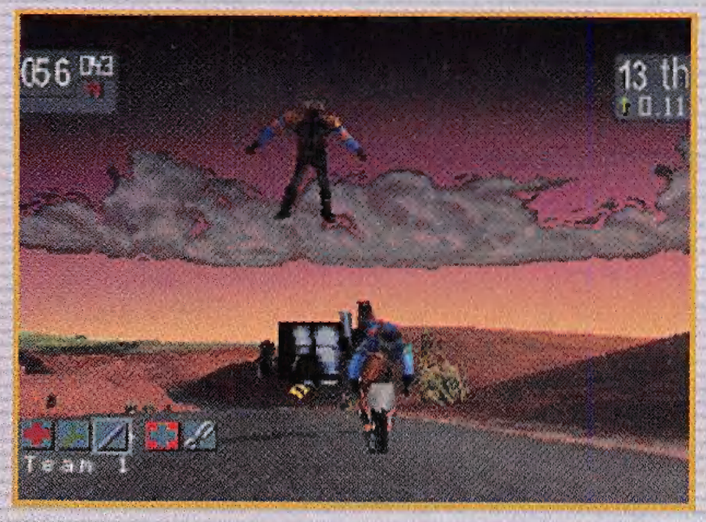
More Multi-player Modes

One of the main draws of this latest *Road Rash* is the inclusion of several new and cool multiplayer modes. That should help to make the game a lot more addictive and longer lasting than its predecessors.

▲ With two players cooperating with each other, in the Sidecar Mode, the chances of victory are much higher and the game is a lot more enjoyable.

▲ The standard two-player, split-screen multiplayer mode is here as well, but doesn't seems quite as exciting as the two new modes EA has included.

▲ See what it feels like to be a cop in the "Five-0" mode and arrest the criminal element in order to earn piles of cash and fabulous prizes.



◀ Some attacks from your opponents will knock you way off the screen. It will take you several seconds to recover, find your bike and start racing again.

▶ Thanks to an improved engine, the game should be able to display several characters on screen at a time without any drop in framerate. That's especially nice in multiplayer mode.

Even More Weapons!

Beating people up with your bare hands can get both tiring and painful. That's why a weapon is almost always recommended. In *Jailbreak*, players will be able to choose from eleven different weapons, ranging from nunchaku and pepper spray, to ultra-powerful stun guns. Here are some of the weapons of destruction you will come across in your racing.

The Metal Chain

The Wooden Club

▶ Ouch! We've never seen a cop fly that high before. Let's just hope he has plenty of medical insurance to cover his medical bills.

Unfortunately, these guys aren't going to pay attention to your siren, so it's going to take a bit of brute force to pull them over.

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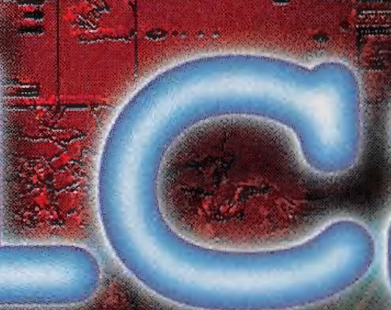

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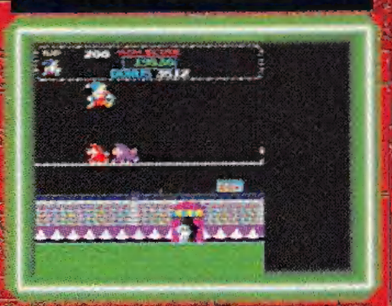

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Publisher Sony CEA
Developer Whoopee Camp
Release Date January
Type Platform

TOMBA! 2

Sony's pink-haired adventurer explores a bigger, new, 3D world

Masterminded by Tokuro Fujiwara, the man responsible for such classics as *Mega Man* and *Strider*, last year's *Tomba!* took the action-platforming genre into new territory, becoming a bona fide sleeper hit in the process. For the sequel, Whoopee Camp is retaining the classic platformer-style gameplay and unique adventure point system, while making the inevitable leap into the world of polygons.

Expanding on the ability to jump between the foreground and background planes in the first game, the new 3D environments (which are much like those in Namco's *Klonoa)* enable you to move in all directions at certain junctions, which are indicated by floating arrows. Tomba will also encounter areas, such as towns, where he'll have full freedom of movement. This will result in loads of new areas to explore and create many more sub-quests in the process.

Thankfully, there'll be a clearer distinction between the numerous secondary quests that crop up and the mandatory objectives that must be completed in order to continue. You can even choose play the game by completing only the primary objectives, but for those who enjoy more challenge, every area is ripe with alternate objectives to satisfy.

▶ Tomba's back, with his Flock Of Seagulls hairdo and lots of different weapons.

As a result, Tomba will have access to a huge variety of special items and weapons, including the familiar Blackjack, three types of hammers, three types of boomerangs, and two grappling items for climbing. More important, however, will be the costumes he'll earn. These will range from shorts that make him run faster, to a Squirrel Suit for gliding, to a set of Pig Robes that let him cast powerful spells.

Promising a massive world, lavish environments, and plenty of refinements, *Tomba! 2* looks to be a worthy sequel to the original. If our early experience with the game is any indication, you'll want to start setting aside your weekends in January now.

NEW PERSPECTIVES

The original *Tomba!* let you move in and out of the screen to play on two different planes. Its sequel creates a multitude of new paths to take by expanding this concept into 3D space.

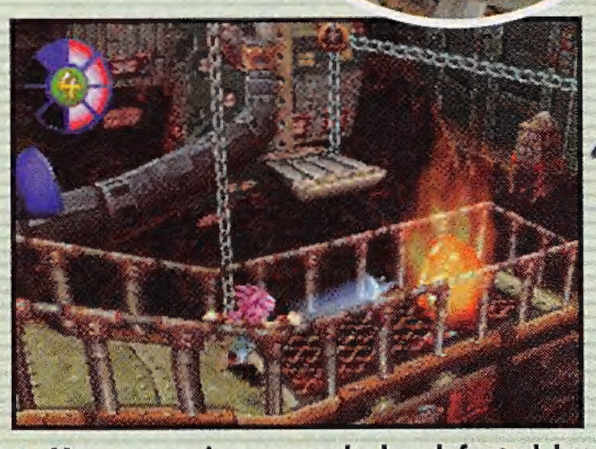
▲ Floating arrows will appear when Tomba can take various paths through the environment.

▲ Certain areas, such as towns, let Tomba move freely about while accomplishing tasks.

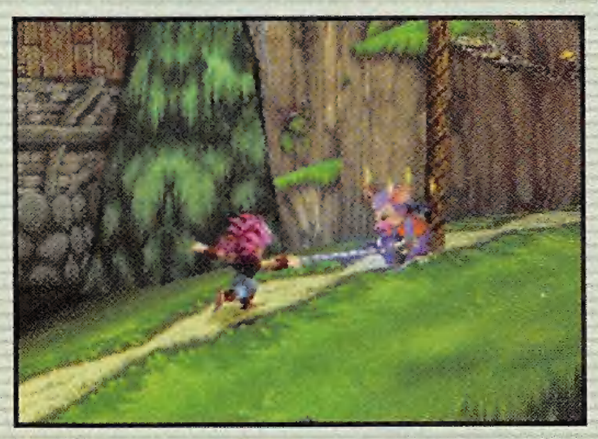
▶ Even the smallest tasks, such as fetching this thirsty worker some water, will reward you with items and clues.

◀ This squirrel suit allows Tomba to fly for long distances. It also helps him stick to slippery things.

In this game, pigs not only fly — they breathe fire!



▲ Many enemies can only be defeated by certain weapons. Stick it to these Cappers with the Ice Boomerang.



▲ Those rotten Evil Swine have returned, but this time it's not Tomba's amulet they've stolen — it's his girlfriend!

SUIT YOURSELF

Crucial to Tomba's quest is the use of his new costumes, which bestow him with new abilities when equipped from the item menu. Each is well hidden, but adds a whole new dimension to the gameplay.

▲ One of the first costume upgrades you'll find are the Super Fast Pants, which let him run faster and jump higher, kinda like Steve Austin in the Six Million Dollar Man.

▲ The Kokka Robe spouts feathers when Tomba jumps, allowing him to float gracefully to the ground — but not for very long distances. Geronimo!

▲ The Squirrel Suit transforms Tomba into a flying squirrel. Tapping the jump button makes him flap his arms to fly. He can also stick to slippery surfaces.

Publisher Interplay
Developer N.A.P.S. Team
Release Date 1st Qtr 2000
Type Fighting
1-4 | TEEN | 1x
JANUARY 2000
HTTP://WWW.DAILYRADAR.COM

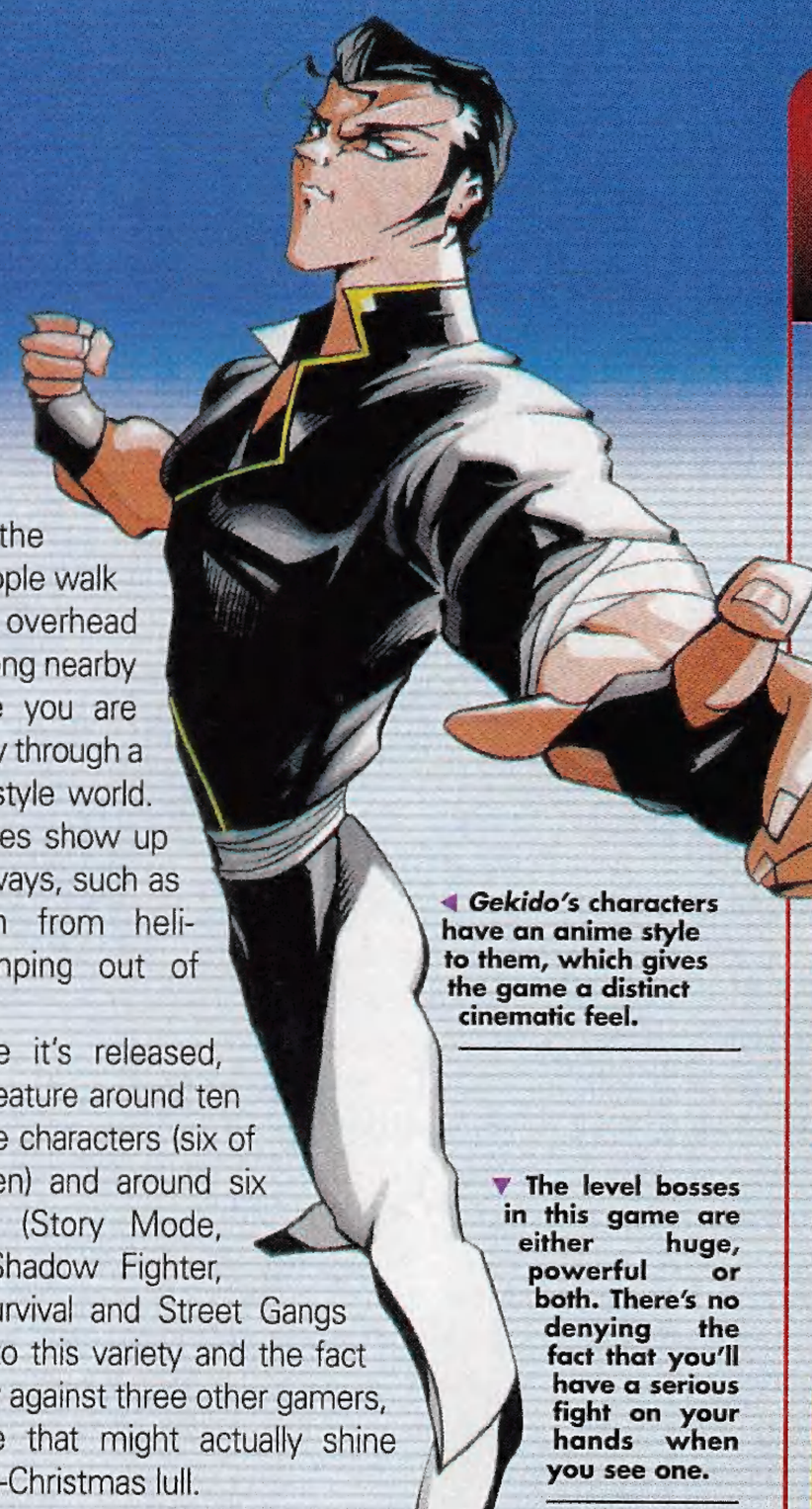
GEKIDO

Consider it a better looking, better playing Fighting Force

Obviously *Gekido* got a lot of its inspiration from such past titles as *Final Fight* and *Streets of Rage*. The cartoon-style characters, zany storylines and endless hordes of bad guys are all here, but have been taken to the extreme. The developers knew that they had to make a game that pushed the boundaries of the genre, so they decided to take everything, including the combat system, and push it up a notch. Speaking of the combat system, this game has got to have one of the most intricate systems seen outside of the fighting game genre. Each character has a large arsenal of linkable punch/kick combinations and can learn even more as they progress through the game — juggling attacks, special "rage" moves, throws — they're all here and in full force.

In a lot of ways, *Gekido* is also a very cinematic game. The camera is used quite effectively to focus in on whatever action is going on and zooms in super-close to get the best angle for special moves. The fighting environments also have this motion picture quality to them and always seem to have something going on in the background. People walk by, planes fly overhead and cars race along nearby streets. It's like you are fighting your way through a real-life, Anime-style world. Even the enemies show up in over-the-top ways, such as dropping down from helicopters or jumping out of speeding cars

By the time it's released, *Gekido* should feature around ten different playable characters (six of which are hidden) and around six playing modes (Story Mode, Arena Mode, Shadow Fighter, Team Battle, Survival and Street Gangs Battle). Thanks to this variety and the fact that you can play against three other gamers, this is one title that might actually shine through the post-Christmas lull.



◀ ***Gekido's* characters have an anime style to them, which gives the game a distinct cinematic feel.**

▼ **The level bosses in this game are either huge, powerful or both. There's no denying the fact that you'll have a serious fight on your hands when you see one.**

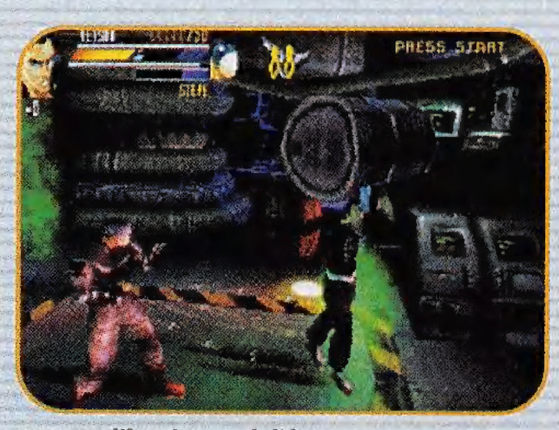
▶ **Thanks to the well-designed game engine, you can sometimes see up to eight polygonal characters on-screen at a time. Now that's what we call a brawl.**

◀ **Dramatic explosions and beautiful lighting effects really add to the cinematic look and feel of the game. They look pretty damn cool, too.**

The Ways of the Warrior

Most games in this genre have a pretty limited fighting system, which is why *Gekido* is such a surprise. It actually features a lot of the same combat elements that are present in high-quality fighting games. It is by no means a *Tekken* or *Street Fighter*, but what's here may surprise many of you.

▲ **Whenever you pull off a new combo, it tells you on-screen. If the combo is difficult enough, the commands to execute it will actually be displayed, as well.**



▲ **Just like in real life, you can pick up various things to help you during fights. Boxes, wrenches and flaming barrels can all be effective weapons.**

▲ **When you build up your energy, you can perform a special move that can knock down multiple opponents. This is a very useful move when you're backed up against a wall.**

▲ **You can't have a game like this without throws, so every character has at least two. If you can time it right, you can throw an opponent into another one and save some time.**

Six Different Modes!

While the Story Mode is the main draw of *Gekido*, the game also features five other modes that should interest most gamers and dramatically increase the level of replayability. Here are two of those modes.

▲ **Arena Battle — Take on three other human or computer-controlled opponents and see who's the real king of the ring. With ten different characters to choose from, this mode alone will probably keep you hooked for sometime.**

◀ **Survival Mode — A traditional icon of today's fighting games, the Survival Mode tests your endurance and skill by pitting you up against a never ending line of opponents. Destroy as many as you can and then see if your friends can do any better.**

GUT CHECK

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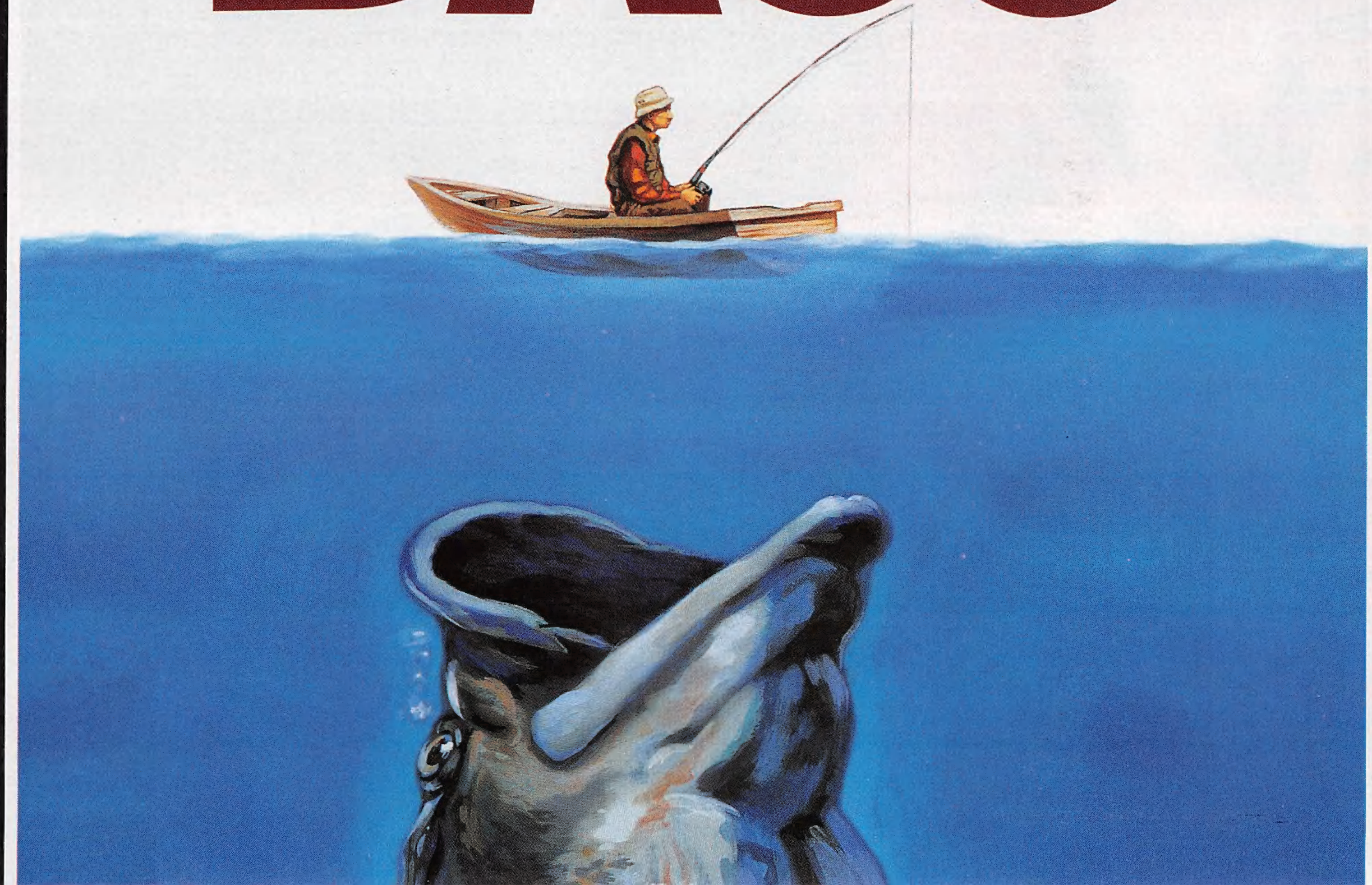
EVERYONE E

Just when you thought it was safe to go fishing.

BASS



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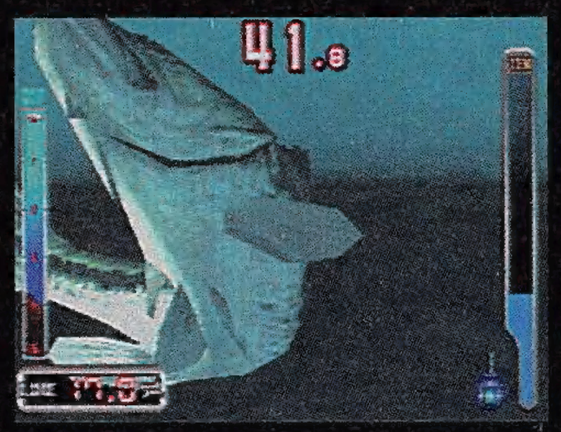

Directed by KONAMI • Produced by KONAMI

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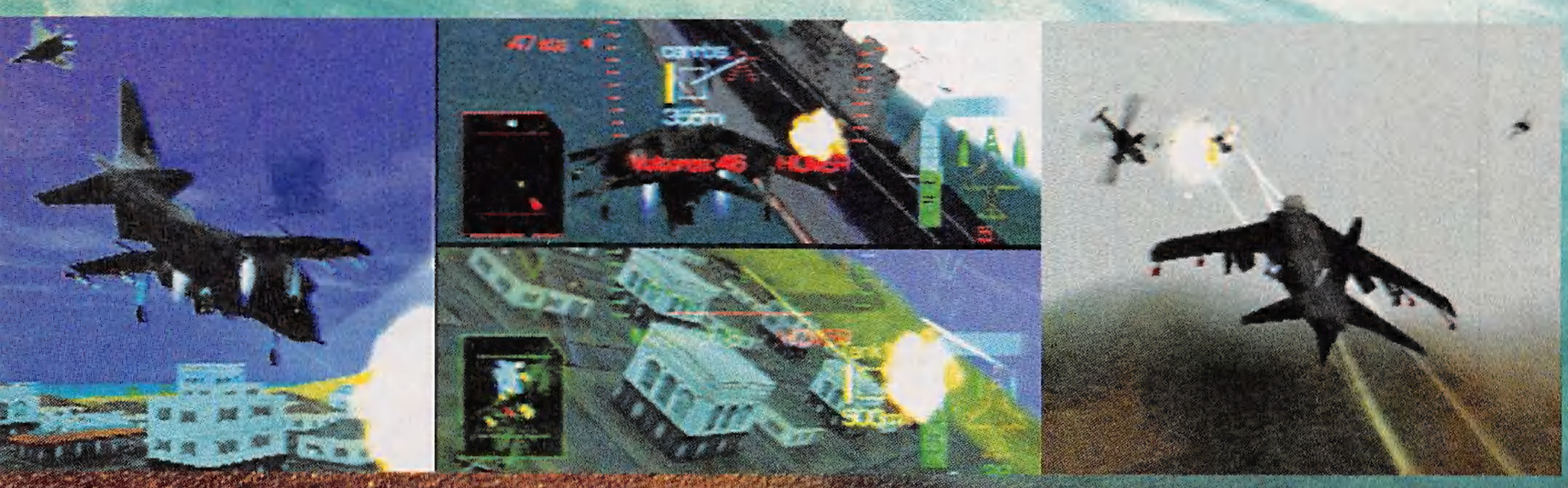

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the PSM TOP TEN 1999

Welcome to our third annual PSM Ten awards spectacular! If you were with us this time last year, then you know the deal: We select what we feel to be the ten best games of the year, and those are our PSM Ten. That's it, no funky categories and sub-categories with a hundred different awards, just the ten best PlayStation games, period. There's a lot of reasons why we do our awards this way...

First off, everybody does awards specials. And usually, they are set up so that basically every game that was even half good can get a little something. But to us, that kind of defeats the purpose of giving awards, which is to give extra-special recognition to the games that really got it right and reward those few games that went above and beyond all the others to set new standards in quality. We don't worry about splitting the games up into different types and, with all the modern advancements in gameplay, it's getting harder to pigeon-hole games into any one genre, anyway.

So just how do we come up with these ten games? Well, it ain't easy. It takes a least a good month of us arguing over it, writing up list after list until we hit just the right mix that we're all satisfied with. We look at a number of things, such as innovation and overall quality, but mostly we just go with our gut. We ask ourselves, when we look back at 1999, what games will we remember it for? These are the games that we'll still go back and play years from now. The games that developers will look back at for inspiration. These games made a difference, and shaped how we'll remember the gaming year of 1999.

So here, without further ado, (drumroll, please): The 1999 PSM Ten.

THE HONOR ROLL

This was easily the best year for PlayStation, in the sense that the overall quality of the software was way up. Unfortunately, our PSM Ten format doesn't give special recognition to very many games, but hey, that's what makes our winners so special. Do check out the rest of the games on this list though, 'cause every single one of them is a winner. Also, keep in mind that hindsight is 20-20, and review scores weren't the only factors in determining our PSM Ten.

Akuji	Action/Adventure	****
Ape Escape	Action/Platform	*****
Bloody Roar II	Fighting	****
Bust-A-Groove	Music	****1/2
Championship Motocross	Racing	****1/2
Chessmaster II	Chess	****
Civilization 2	Simulation	****1/2
Crash Team Racing	Racing	****1/2
Croc 2	Action/Platform	****1/2
Darkstalkers 3	Fighting	****
Dino Crisis	Survival Horror	****1/2
Driver	Driving/Action	*****
Echo Night	Adventure/Horror	****
Final Fantasy Anthology	RPG	****
Final Fantasy VIII	RPG	****
Gallop Racer	Horse Racing	****
Guardian's Crusade	RPG	****
Jade Cocoon	RPG	****
Legacy of Kain: Soul Reaver	Action/Adventure	****
Lunar: SSSC	RPG	****1/2
Madden NFL 2000	Sports	*****
Monaco GP	Racing	****1/2
Monster Rancher 2	RPG	****
Need For Speed: High Stakes	Racing	****
NFL Blitz 2000	Football	****
NFL GameDay 2000	Sports	****1/2
Pac-Man World	Action/Platform	****
R-Type Delta	Shooter	****
R4: Ridge Racer Type 4	Racing	*****
RC Stunt Copter	Sim	****1/2
Rollcage	Racing	****1/2
Silent Hill	Action/Adventure	****1/2
Sled Storm	Racing	****
Spyro the Dragon	Action/Platform	****
Street Fighter Alpha 3	Fighting	*****
Street Fighter II Collection	Fighting	****
Street Sk8er	Sports	****
Suikoden II	RPG	****1/2
Syphon Filter	Action/Shooting	****
Tales of Destiny	RPG	****
Tarzan	Action/Platform	****
Tony Hawk Pro Skater	Sports	*****
Triple Play 2000	Sports	*****
Um Jammer Lammy	Music	****1/2
WWF Attitude	Fighting	****
You Don't Know Jack	Quiz	****

10

Publisher: EA Sports • Developer: EA Sports

FIFA 2000

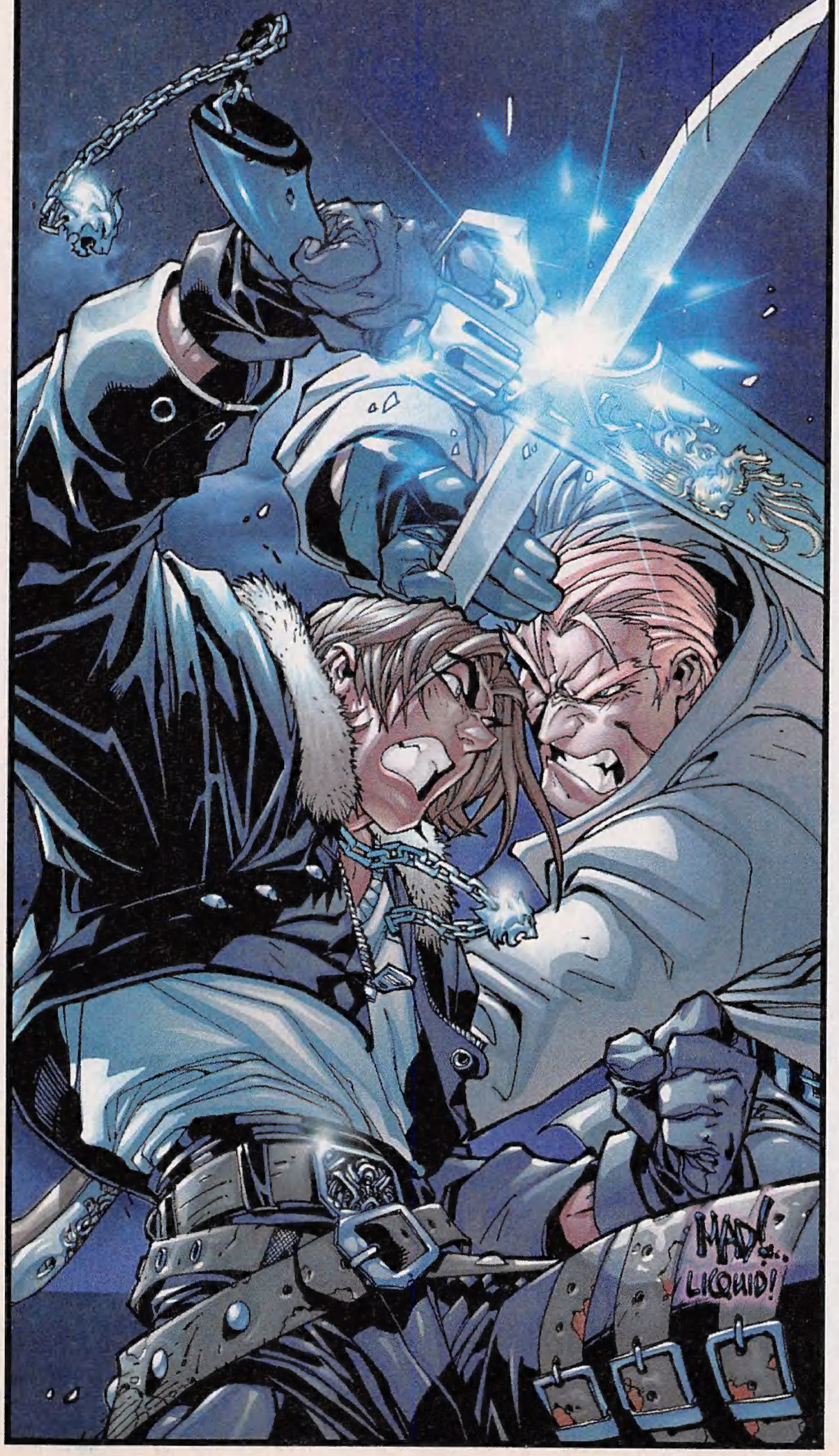
There were plenty of great sports games this year, but none of them could measure up to *FIFA 2000*. First off, it has incredibly realistic player animations, with motion-capture that (finally!) doesn't interfere with control. You can pick up and play the game with only a couple of buttons at first, but there's plenty of complex moves for advanced player to master. It has excellent commentary, and the presentation is top-notch. What a game!

Artist: Dan Fraga

9 FINAL FANTASY VIII

Any new *Final Fantasy* game will always be a front-runner for end-of-the-year honors, but many Square fans may be surprised that *FFVIII* didn't place higher on our list this year. Our opinion is that while it's unquestionably a brilliant game, *FFVIII* really didn't try to do anything new, or address complaints that many fans have had for quite some time (such as the large number of random battles). The sheer quality of the title still makes it a classic though, with the best graphics ever seen in an RPG, and one of the best *FF* stories so far.

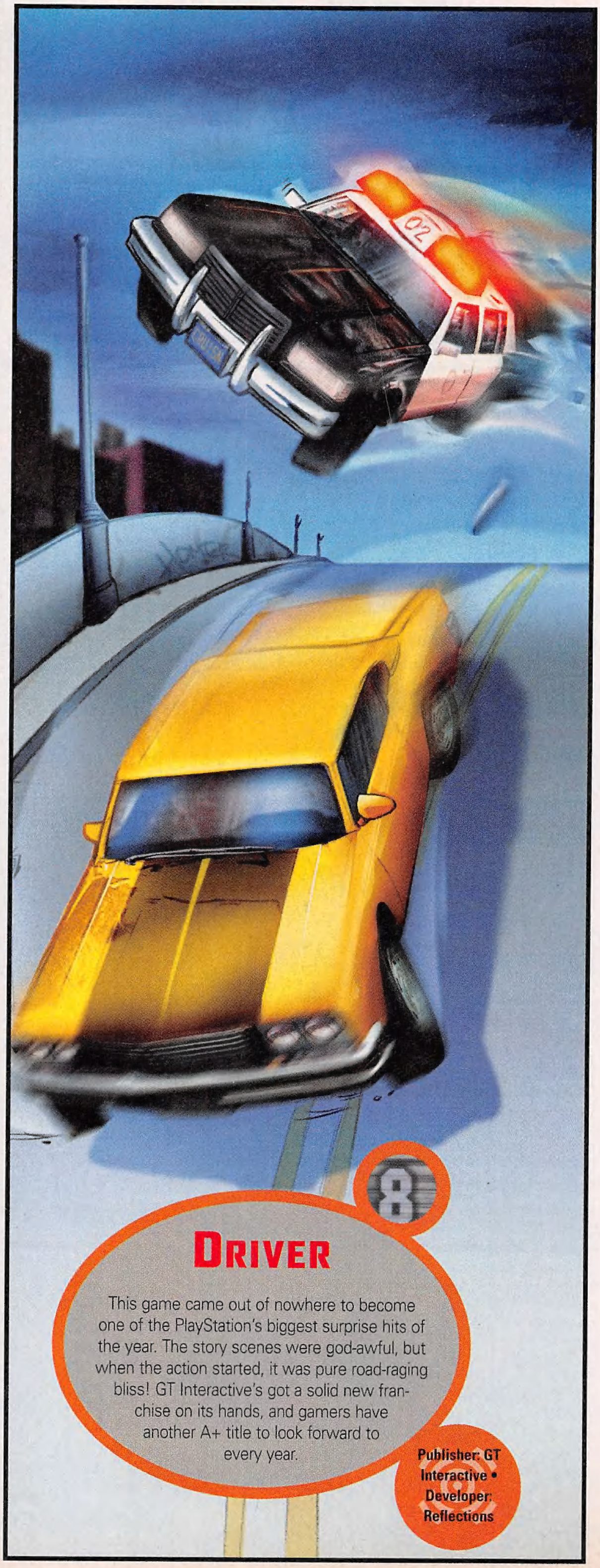
Publisher: Square EA • Developer: Square



8 DRIVER

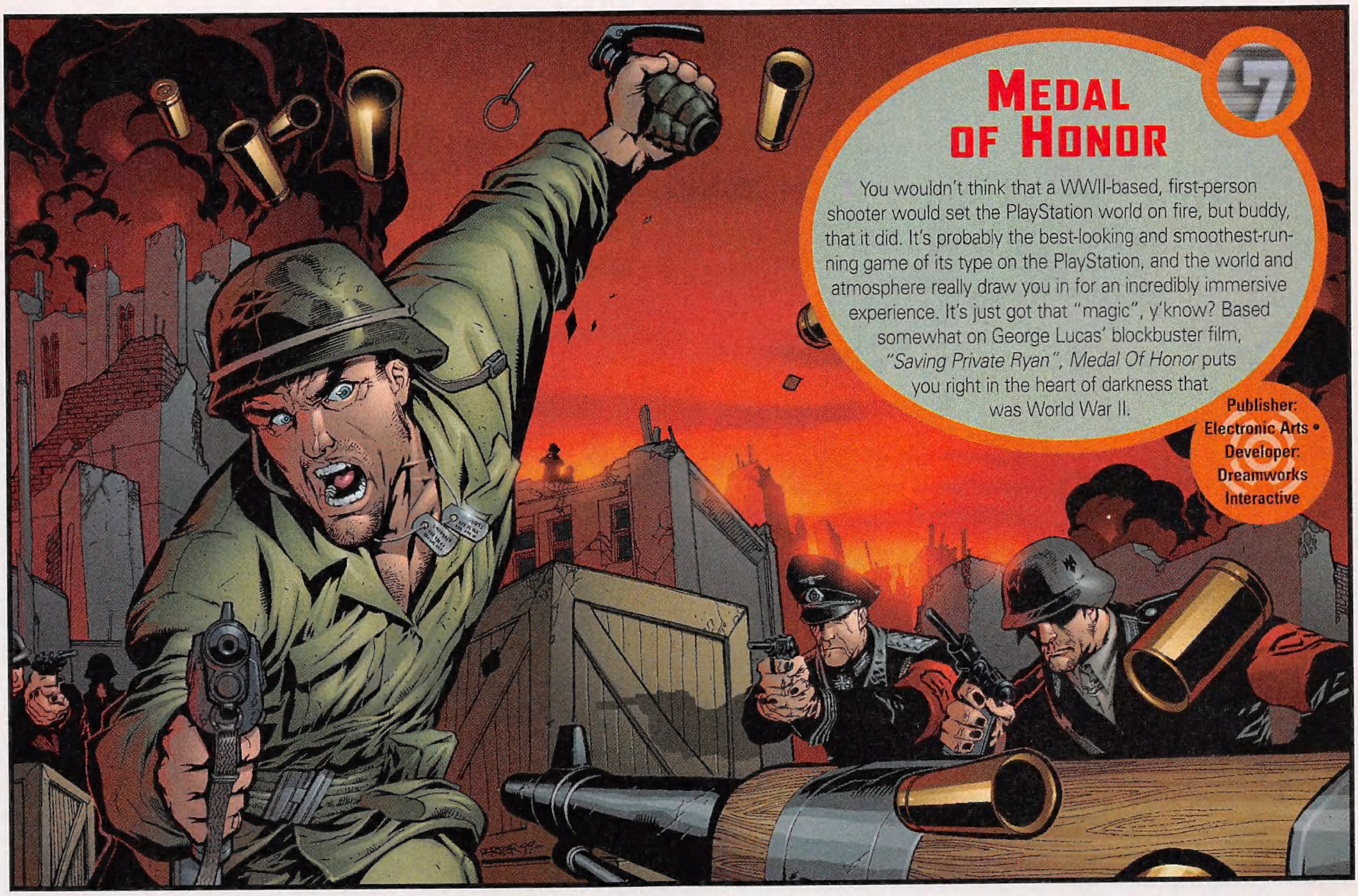
This game came out of nowhere to become one of the PlayStation's biggest surprise hits of the year. The story scenes were god-awful, but when the action started, it was pure road-raging bliss! GT Interactive's got a solid new franchise on its hands, and gamers have another A+ title to look forward to every year.

Publisher: GT Interactive • Developer: Reflections



Artist (Right): Homer Reyes

Artist (Left): Joe Madl, Colors: liquid!



7 MEDAL OF HONOR

You wouldn't think that a WWII-based, first-person shooter would set the PlayStation world on fire, but buddy, that it did. It's probably the best-looking and smoothest-running game of its type on the PlayStation, and the world and atmosphere really draw you in for an incredibly immersive experience. It's just got that "magic", y'know? Based somewhat on George Lucas' blockbuster film, *"Saving Private Ryan"*, *Medal Of Honor* puts you right in the heart of darkness that was World War II.

Publisher: Electronic Arts • Developer: Dreamworks Interactive

Artist: Howard Porter, Colors: Brian Haberlin

6 GRAN TURISMO 2

Here's a serious no-brainer. *GT1* was hailed as the best racing game ever, so *Gran Turismo 2* can only be better, right? It's got nicer graphics, an insane number of new cars, new rally tracks, and plenty of other goodies that take it way beyond the original. If you're into realistic car racing, this is as good as it gets.

Publisher: Sony CEA • Developer: Polyphony Digital

Artist: Sean Chen, Inker Tim Townsend, Colors: bad@$$

5

Publisher: Capcom • Developer: Capcom

RESIDENT EVIL 3: NEMESIS

Naysayers could argue that *RE3* was just more of the same, but we prefer to look at as the ultimate title in the series, having been tweaked to perfection. You certainly can't take away from the game's amazing graphics and scary-as-hell atmosphere, and Capcom did throw in a few valuable new features, too. If this series gets any scarier, we'll have to stop drinking the Dew while we play.

Artist: Chris Bachelo, Inks: Tim Townsend, Colors: liquid!

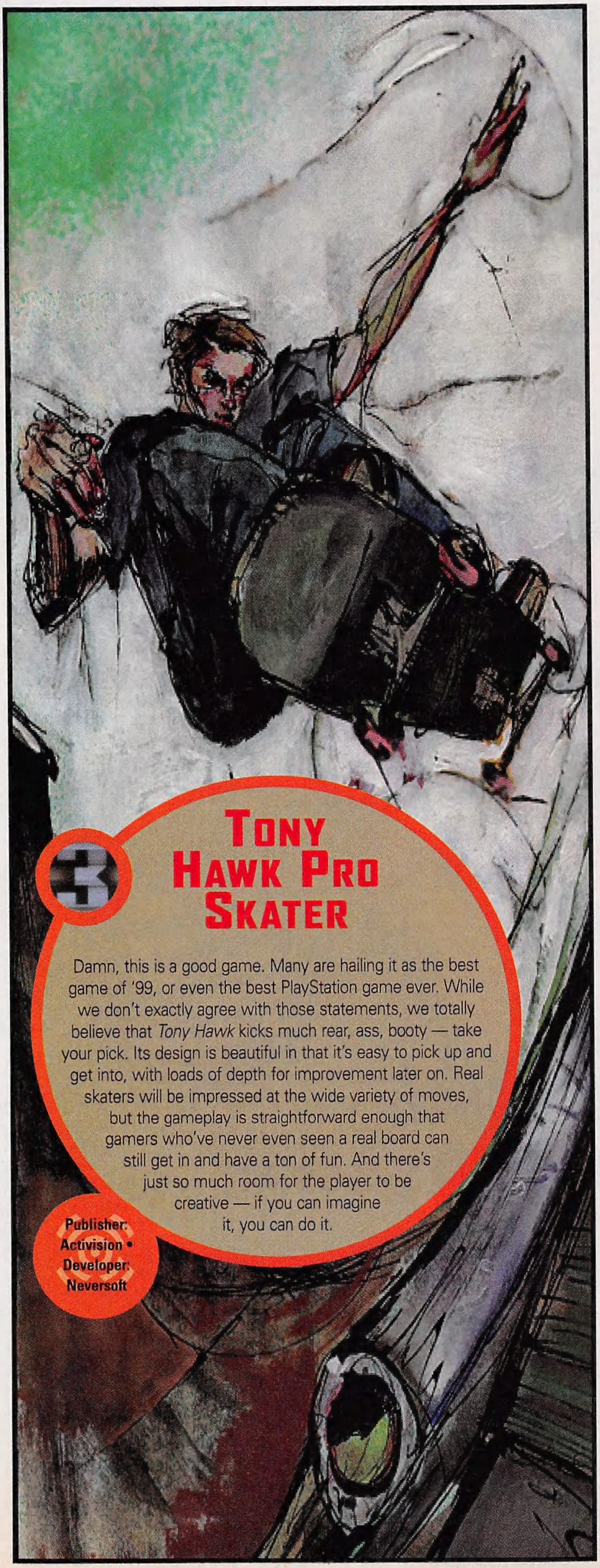
4

R4: RIDGE RACER TYPE 4

Wha...?!! Better than *Gran Turismo 2?* Yep, in our eyes at least, it's just more fun. Nothing compares to the realism of *GT2*, but if you don't know jack about how to realistically handle a Viper through an S-curve at 175mph, it can get frustrating. *R4* is much easier for most gamers to pick up and get into, and when it comes to racing games, we personally dig that arcade-like feel.

Publisher: Namco • Developer: Namco

Artist: Jason Pearson, Colors: liquid!



3 TONY HAWK PRO SKATER

Damn, this is a good game. Many are hailing it as the best game of '99, or even the best PlayStation game ever. While we don't exactly agree with those statements, we totally believe that *Tony Hawk* kicks much rear, ass, booty — take your pick. Its design is beautiful in that it's easy to pick up and get into, with loads of depth for improvement later on. Real skaters will be impressed at the wide variety of moves, but the gameplay is straightforward enough that gamers who've never even seen a real board can still get in and have a ton of fun. And there's just so much room for the player to be creative — if you can imagine it, you can do it.

Publisher: Activision • Developer: Neversoft

Artist (Left): Dave Choe

2 DINO CRISIS

What a year for Capcom, and for Survival Horror! We gave *Dino Crisis* the nod over *Resident Evil* because it brought a lot more new stuff to the table. It's scary, intelligent, and has incredible 3D graphics. Plus, who doesn't love hot girls shooting big guns at dinosaurs? It's a no-lose formula!

Publisher: Capcom • Developer: Capcom

Artist (Right): Mike Wieringo, Inks: Jason Martin, Colors Liquid

In real life, Lara Croft would beat the living !@#?% out of you for looking at her like that.

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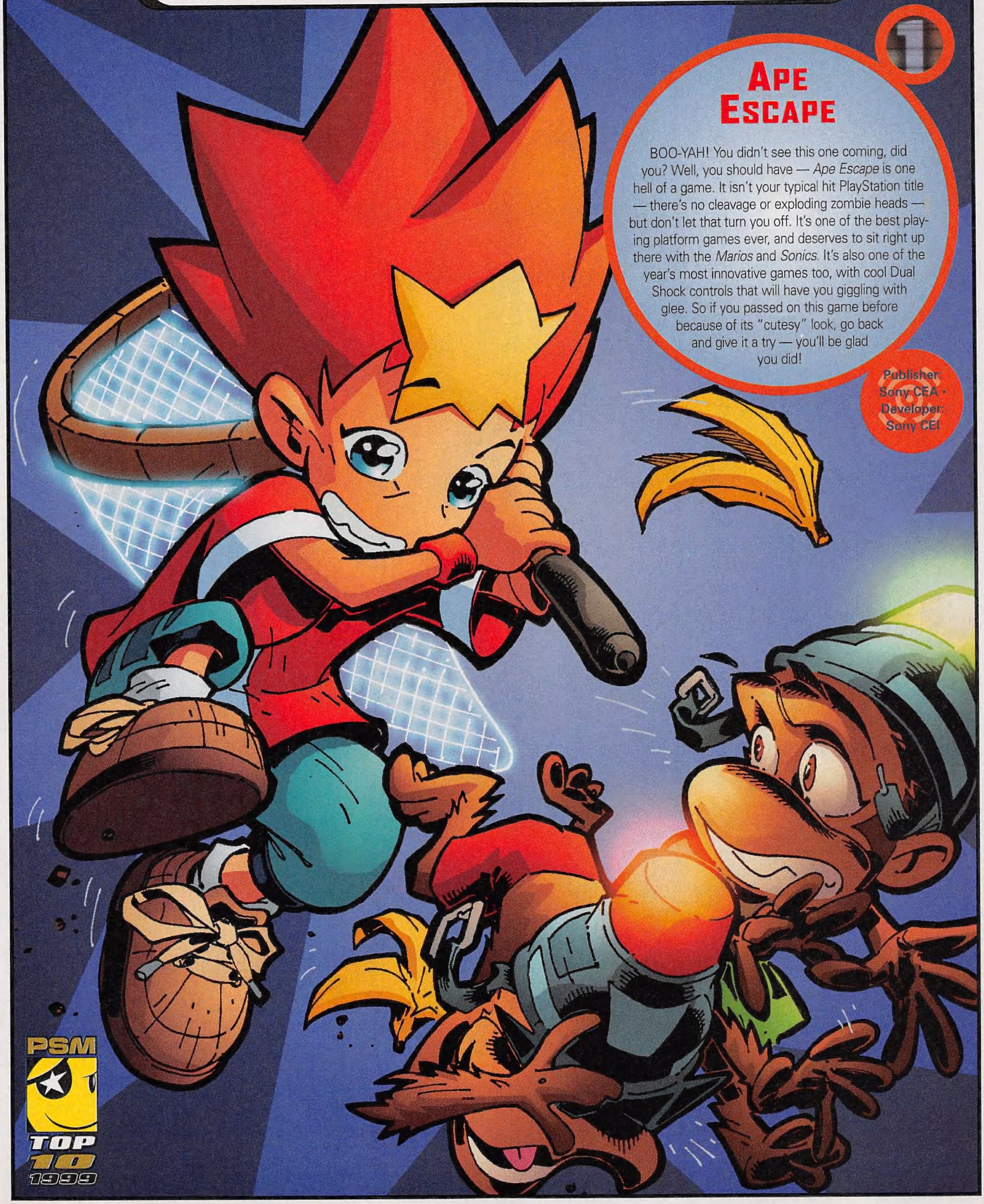
GAME OF THE YEAR



1 Ape Escape

BOO-YAH! You didn't see this one coming, did you? Well, you should have — *Ape Escape* is one hell of a game. It isn't your typical hit PlayStation title — there's no cleavage or exploding zombie heads — but don't let that turn you off. It's one of the best playing platform games ever, and deserves to sit right up there with the *Marios* and *Sonics*. It's also one of the year's most innovative games too, with cool Dual Shock controls that will have you giggling with glee. So if you passed on this game before because of its "cutesy" look, go back and give it a try — you'll be glad you did!

Publisher: Sony CEA · Developer: Sony CEI

Artist: Jeff Matsuda, Colors: Guy Major

So there you have it, our PSM Ten for 1999! Congratulations to all our winners — we can't wait to see what they cook up in the new Millennium!

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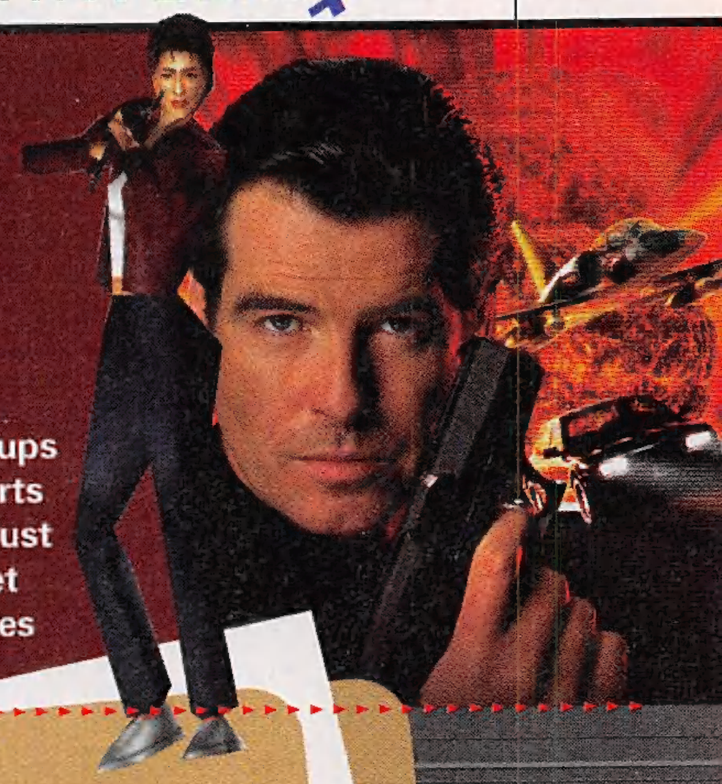
Tomorrow Never Dies

mission maps

This is not exactly the longest game you will ever play, but it does have some tough spots. No worries, though; you've got PSM on your side to help you save the free world. We've put together top secret maps for every mission with the locations of every bit of ammo, health and other power-ups clearly noted. We've also noted the difficult parts that most will get stuck on, letting you know just what to do next. Finally, we've been able to get our hands on some highly sensitive secret codes that will definitely give you an extra edge.



Outpost, Russian Border

Objectives:
- Laser Designate Dish
- Obtain Security Card
- Escape On Skis

KEY

- heavy health
- light health
- heavy armor
- light armor
- ammo clip
- ammo case
- special keys
- extra life
- X enemies

Destroying the Radar Dish

Use the Laser Designator while aiming at the Radar Dish. Select it with the △ button and scroll to it with the Joystick. Press the □ button, as you would to use a Medi-kit, to activate the Laser. Once you have the Radar in site, press the R1 button to mark it for the bomber.

◀ **Select the Laser Designator and press the SQUARE button while aiming at the Dish.**

Getting the Card Key

After the bomber hits its target, a helicopter packed full of bad guys will arrive, one of whom has the card key for the large doors. If you do not find the key and escape on skis, the helicopter will keep bringing reinforcements.

▶ **Kill all the bad guys and take the key to the large double doors of the fortress.**

FOR YOUR EYES ON

Arms Bazaar, Russian Border

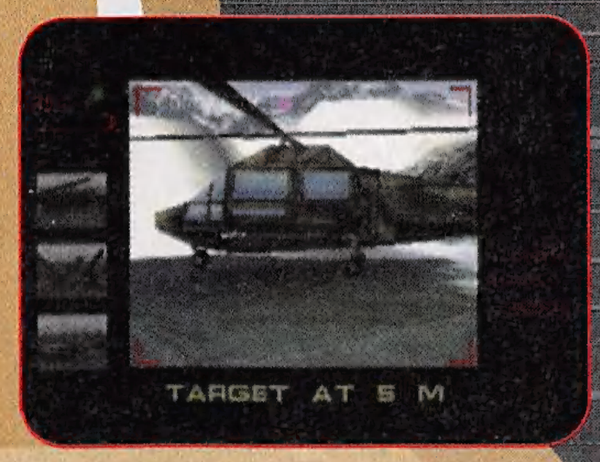
Objectives:
- Photograph Chopper
- Photograph Mortars
- Photograph Scud

Locate Cockpit Key

Getting A Picture Of The Helicopter

Taking a picture of the Mortars and the Scud missile is a piece of cake; the third picture will be a bit tougher. The helicopter you need to shoot is hiding behind the long row of crates. Use the STK mine weapon on the crates to destroy them. Face the crates with the STK mine selected and press the X button. Now select the STK detonator on the left side of the screen and press the □ button to activate the mine. Kill the bad guys and take the last picture and enter the fortress doors.

▶ **The helicopter is hidden behind the row of crates. You have to use the STK. mine weapon on the crates to destroy them.**



Into The Jet!

The first thing to do is find the key for the jet on one of the soldiers. Make sure to pick up the "007" Player-Up icon behind the jet before you board the aircraft. Once you have gathered all Power-Ups, walk up to the cockpit ladder and press the ○ button. Once inside, shoot the communications vehicle and the mission will end.

◀ **One of the soldiers is carrying the cockpit key – kill them all until you find it.**

Carver Media, Hamburg

Objectives:
- Rendezvous with Paris
- Cut the Power
- Destroy Central Computer
- Escape

Destroying the Central Computer

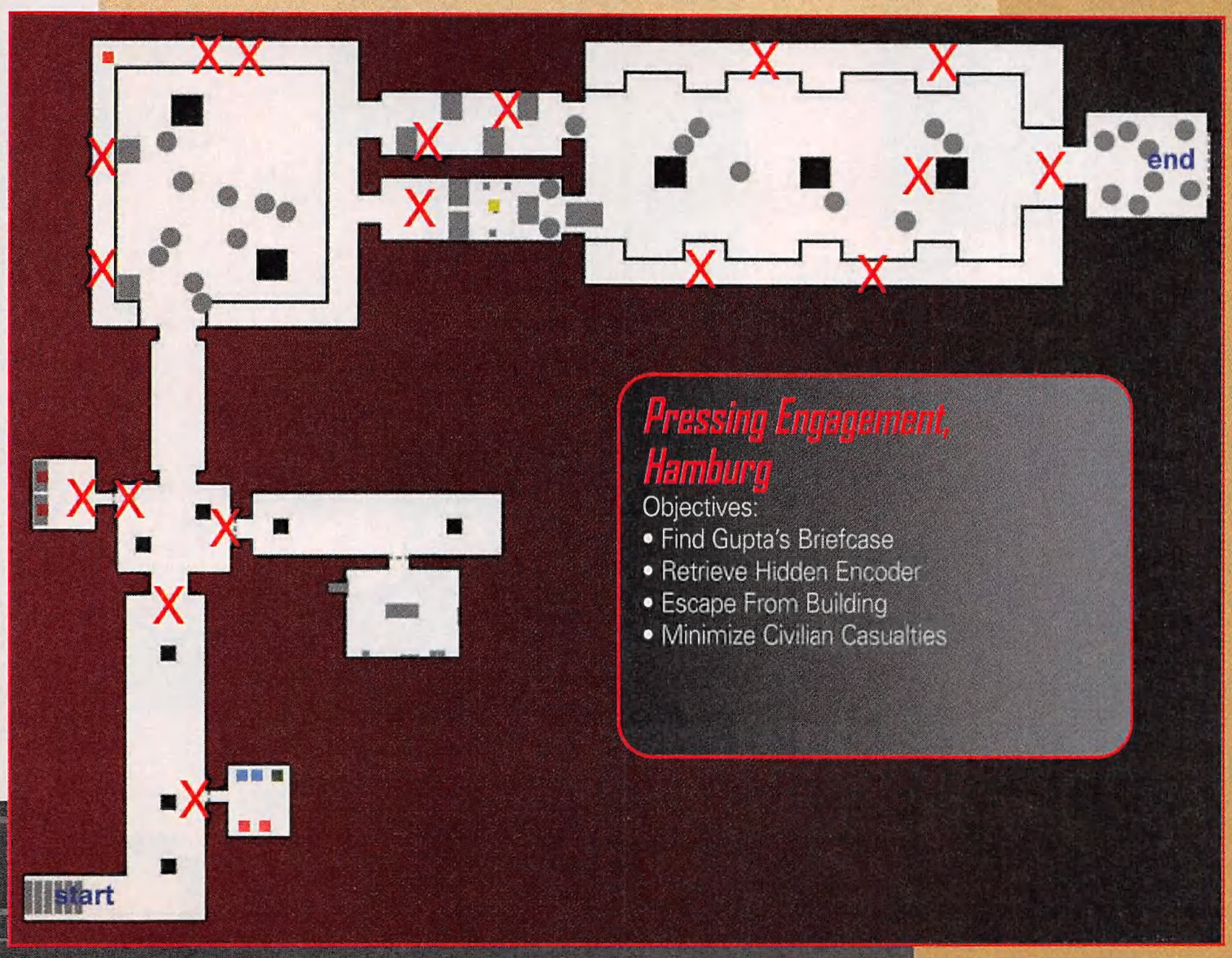
The Central computer is the first objective that you will stumble across. The large console in the middle of the glass-enclosed room is the Central Computer. Shoot it a few times to accomplish your first goal.

◀ Shoot the glass to enter and then destroy the central computer in the middle of the room.

Escaping

To escape out of the locked room, use the Cufflink to break the mirror and immediately run towards the table in the next room. Grab your weapon from the table and kill the guards. Around the room divider, you will find another large computer. Shoot it and escape through the closest doors. If you return to the room where you found the Elevator key, you will now find a '007' One-up Power-Up. Return to the beginning of the level to complete the mission.

▶ Use your Cufflink to break the mirror and immediately run to the table and take you weapon.



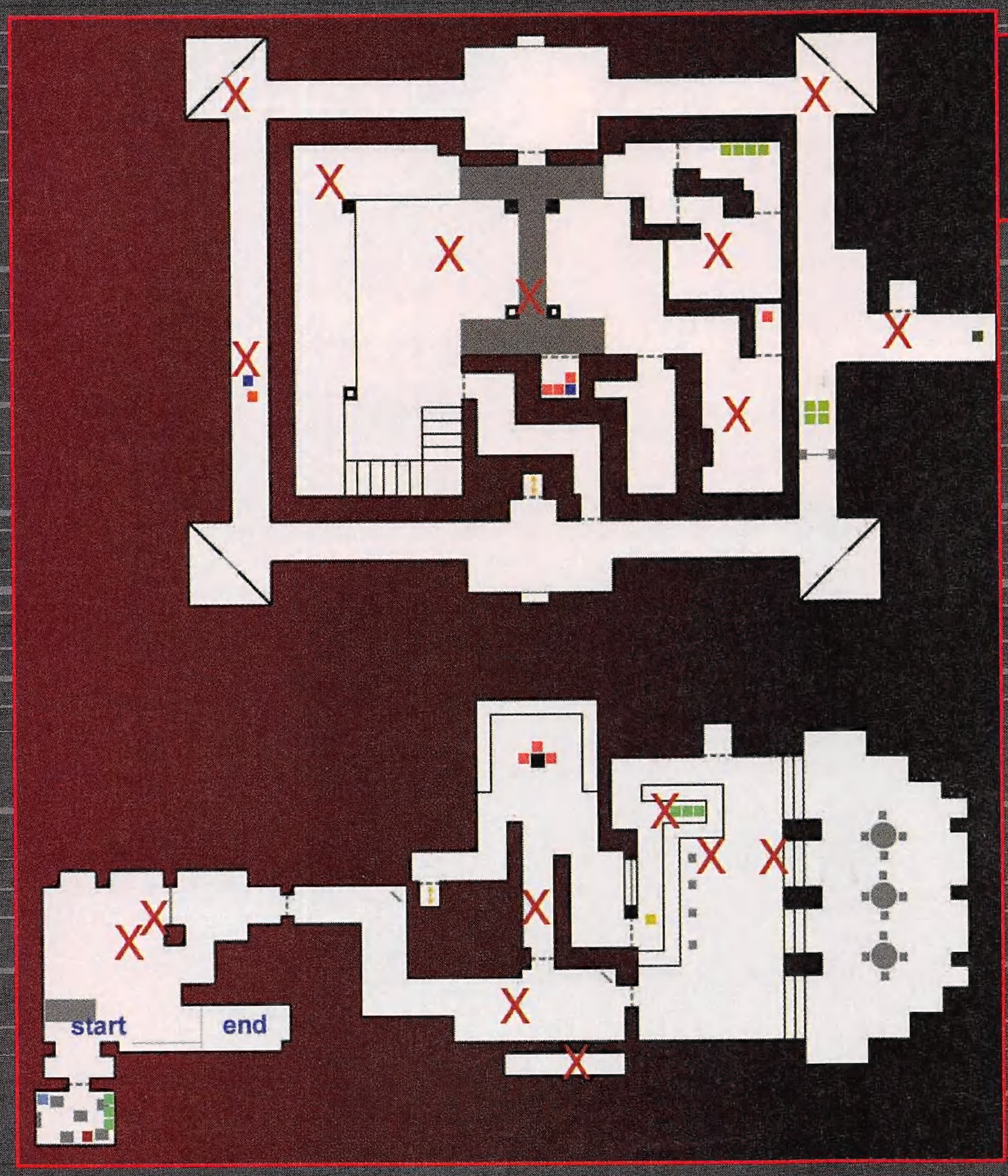
Pressing Engagement, Hamburg

Objectives:
- Find Gupta's Briefcase
- Retrieve Hidden Encoder
- Escape From Building
- Minimize Civilian Casualties

The Lowdown

Take the Access Card from the Briefcase behind the paper rolls in a room off the printing area. Return to the previous hallway and enter the electronically locked doors using the fingerprint on the left side of the screen. Do the same to enter the next double doors. Push the filing cabinet to the corner of the room. This triggers the safe, allowing access to the Encoder. Return to the printing room and fight through the warehouse and exit through the shutter doors.

▲ Push the filing cabinet to the corner of the room to trigger the safe allowing access to the Encoder.



Hotel Atlantic, Hamburg

Objectives:
- Talk to Bartender
- Meet with Paris
- Activate Service Elevator
- Escape the Hotel

Rescuing Paris

Get the key chain from the Bartender, then go back to parking garage and enter the storage room, where you can find lots of goodies and the switch on the wall that you need to press to get the service elevator running.

◀ Roll out of the way as the boss throws ninja stars at you.

After beating the boss in the piano room, go up the stairs and talk to Paris in your bedroom. Escort Paris safely to your BMW.

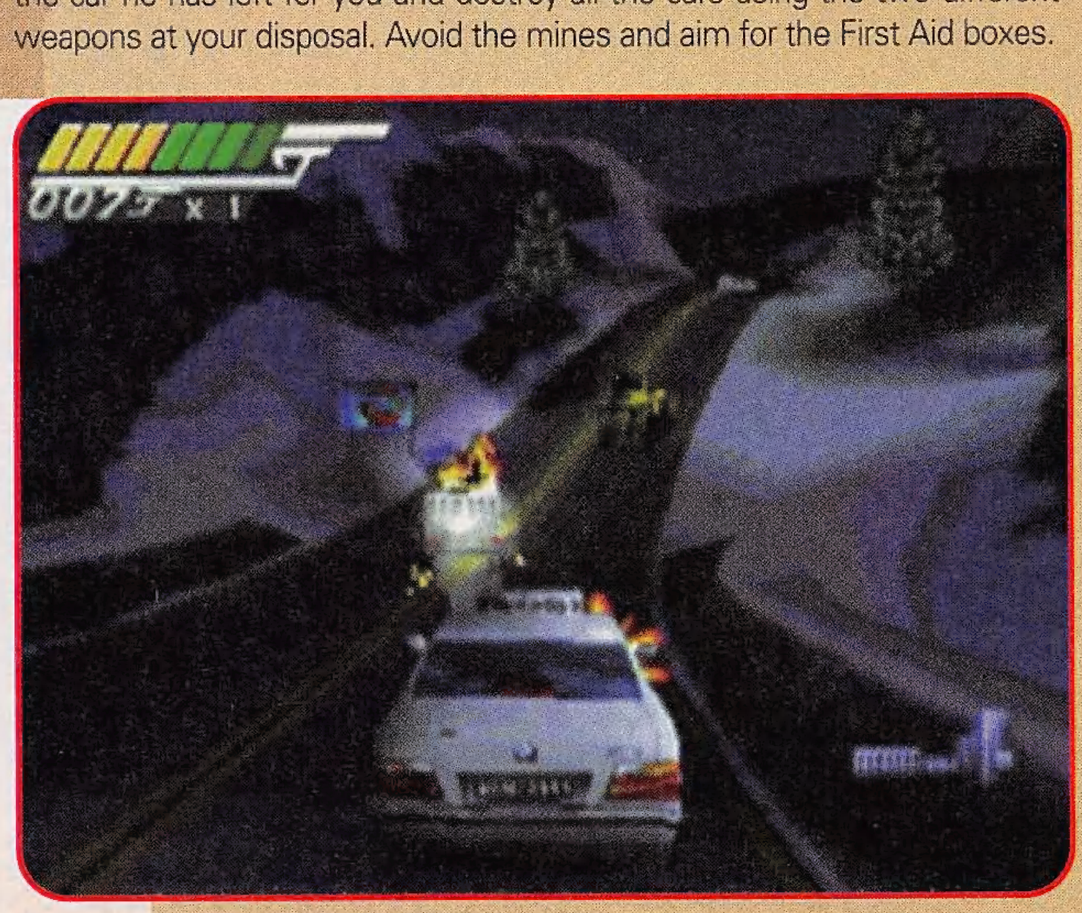
▶ She's in your room! Take her to your car to escape.

Terrorist Convoy

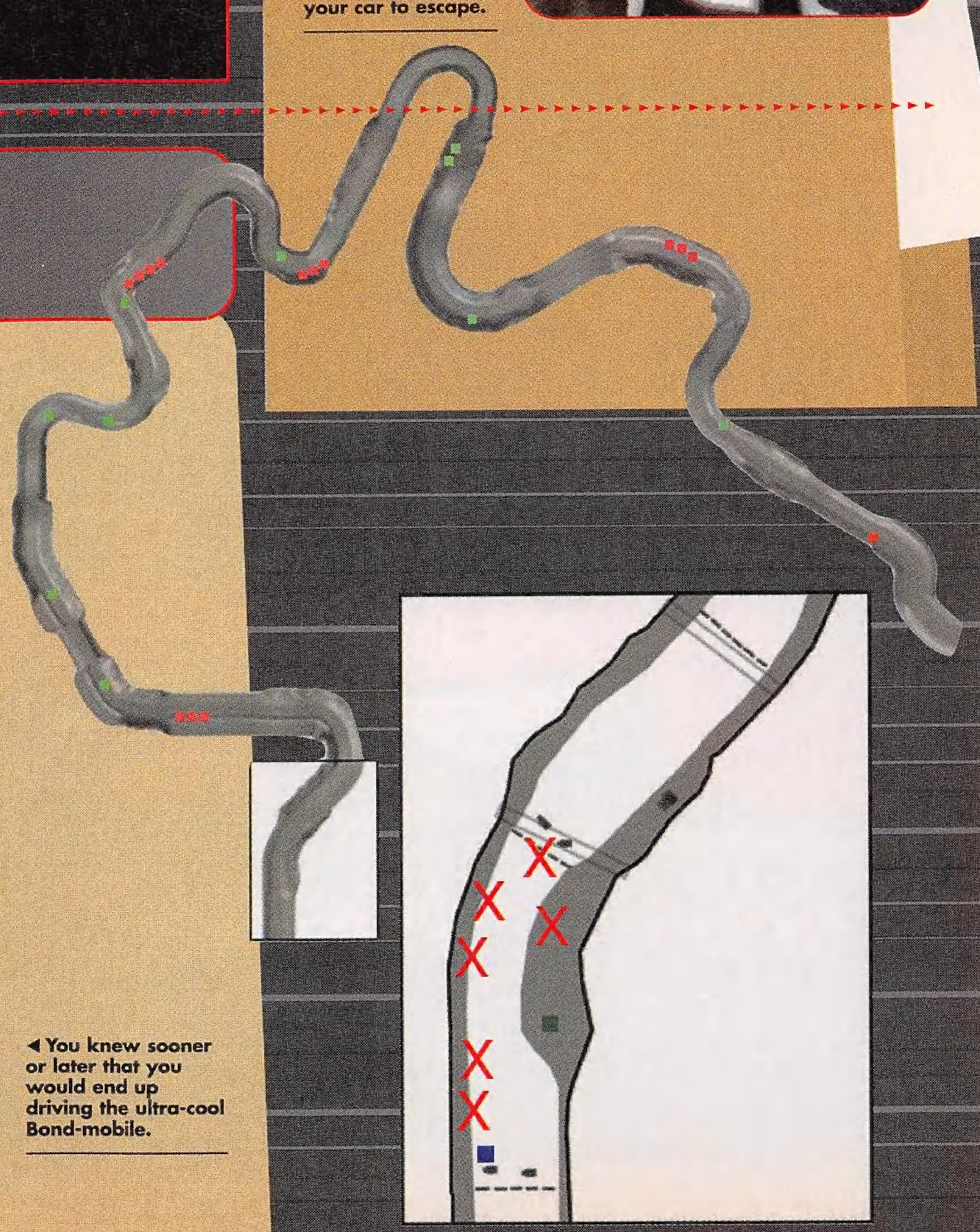
Objectives:
- Rendezvous with Q
- Destroy Terrorist Convoy

What to do...

Use the infrared gun to clear the woods of bad guys and make it past the second roadblock, where you will find Q. Make sure not to shoot Q with the infrared gun. Q is standing next to a building past the roadblock. Jump into the car he has left for you and destroy all the cars using the two different weapons at your disposal. Avoid the mines and aim for the First Aid boxes.



◀ You knew sooner or later that you would end up driving the ultra-cool Bond-mobile.



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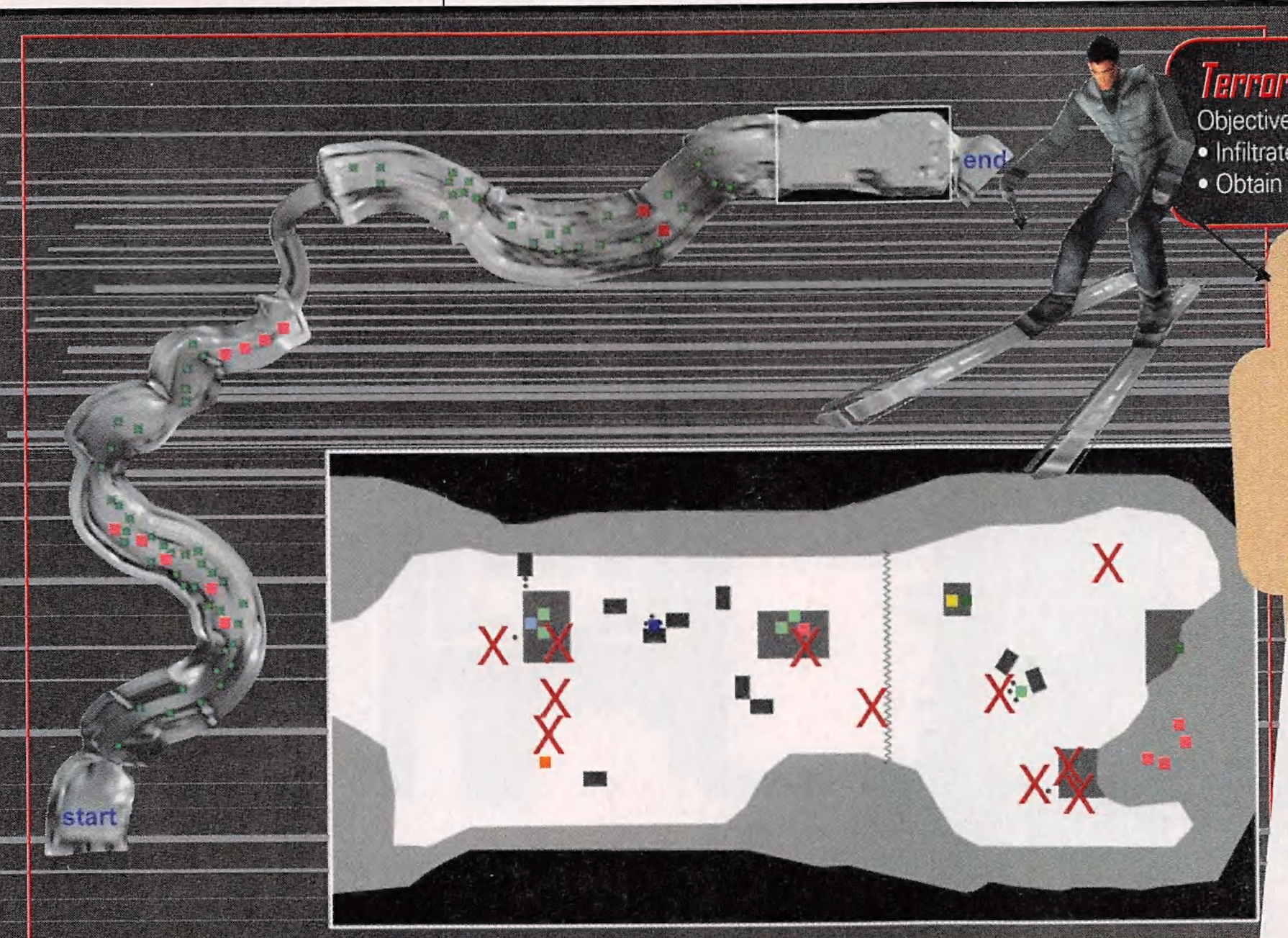


Terrorist Camp, Ski Ridge, Hokkaido

Objectives:
- Infiltrate camp on skis
- Obtain security pass
- Disable security system
- Eliminate Isagura

Eliminating Isagura

Maneuver downhill on the skis and outrun the bad guys or smack 'em out of the way. At the second fortress, climb to the top of the tower to get the access card. Use the card to enter the building. Use the Escan to enter the shutter door and fight with Isagura. Hit him and roll out of the way when he lobs the Gas Canisters.

▲ Climb to the top of the tower to get the access card that unlocks the doors to the next boss fight.

Carver Media GN Tower, Saigon

Objectives:
- Activate Roof Elevator
- Destroy weapon crates
- Escape from building
- Go down two floors
- Retrieve data disk

Upper Floor

Find the key on one end of the walkway to use on the control box at the other end. Take the elevator near the beginning down to the next floor.

▶ Take a right at the first fork to find the Utility Key.

Second Floor

The second floor is full of enemies and power-ups. Find the elevator key from the hidden room behind the hi-fi system. Once the area is cleared, take the elevator down once more.

Lowest Floor

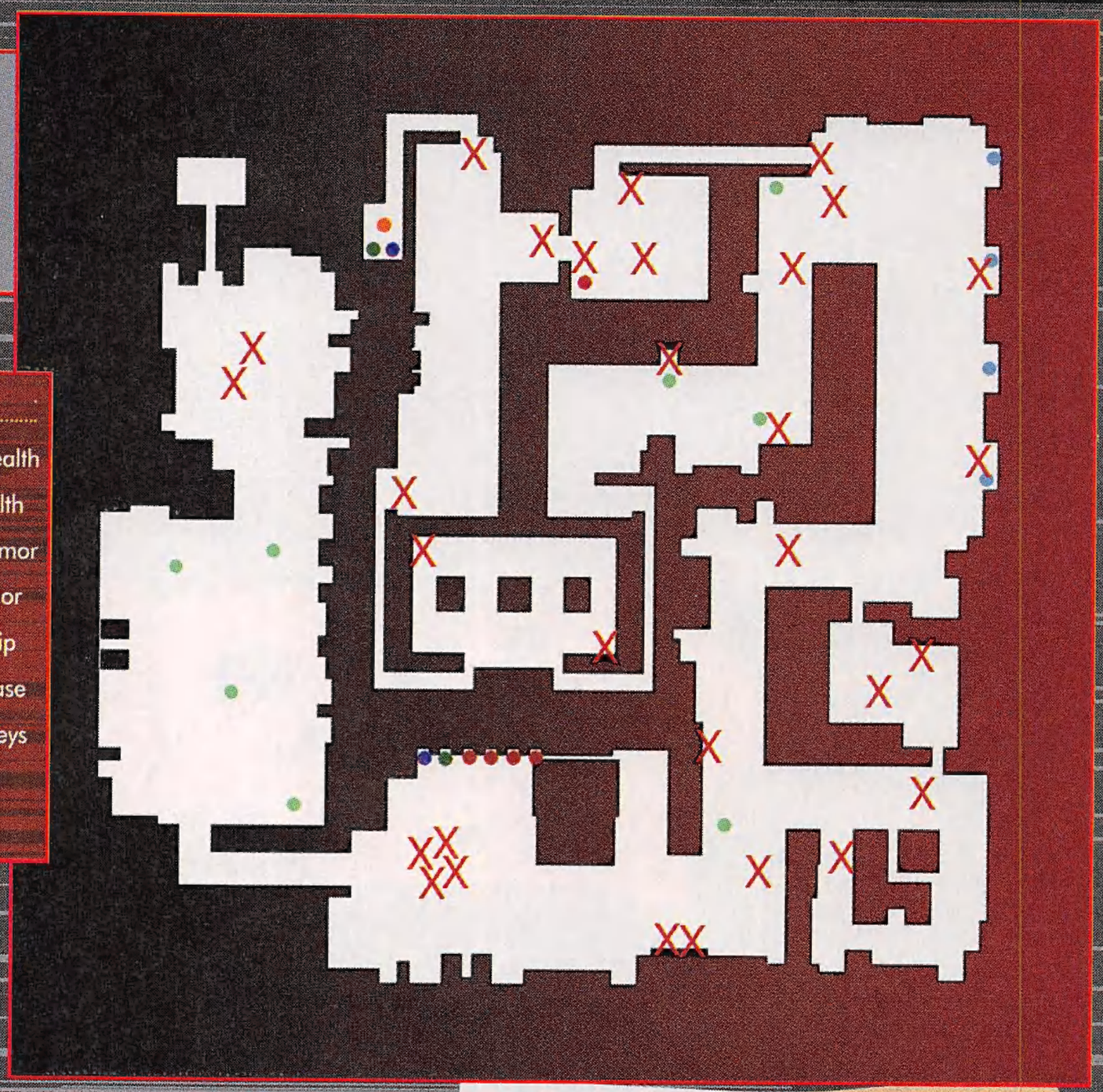
After escaping captivity, enter the room in the back and destroy the two weapons crates and enter the computer room. In a small room off the computer room, you will find the Data Disc on top of a row of computers. Enter the last room and shoot the window that looks like a long gray door. This will end the mission.

◀ Shoot the gray wall to escape the level after completing your mission.

KEY
- heavy health
- light health
- heavy armor
- light armor
- ammo clip
- ammo case
- special keys
- extra life
- X enemies

Market District, Saigon

Objectives:
- Acquire RL 66
- Defeat Helicopter
- Minimize Civilian Casualties
- Destroy Barricades
- Decode Data Disc



Getting The RL 66.

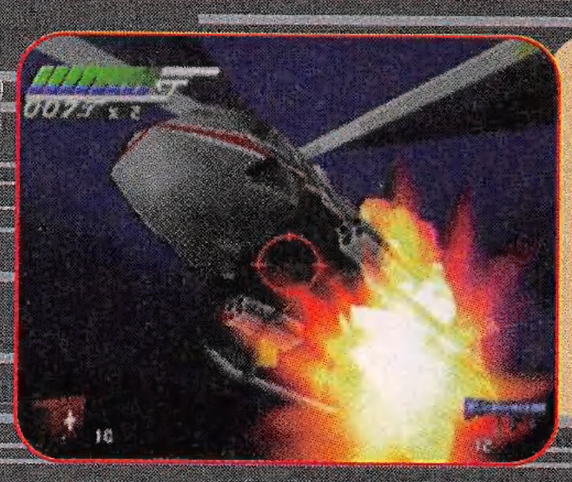
On one side of the street and up the stairs, you will have a small boss battle with three soldiers, one of whom is armed with a Bazooka. This is the RL 66 that you need to take out the helicopter and the battery guns. Use side steps instead of rolls to quickly dodge the rockets and hit him 99 times with your bullets. Afterward, the soldier will drop his weapon, allowing you to pick it up and confront the helicopter with it.

◀ Side step the soldiers attacks and keep a steady stream of fire on him.

Getting The Goodies

On your way to the helicopter near the well, look on the map at the passageway that leads to the right from the line of goodies on the wall. In the corner of this alley, you will have to shoot a wallwith the bazooka to reveal the hidden staircase that leads up to those health icons and armor on the wall.

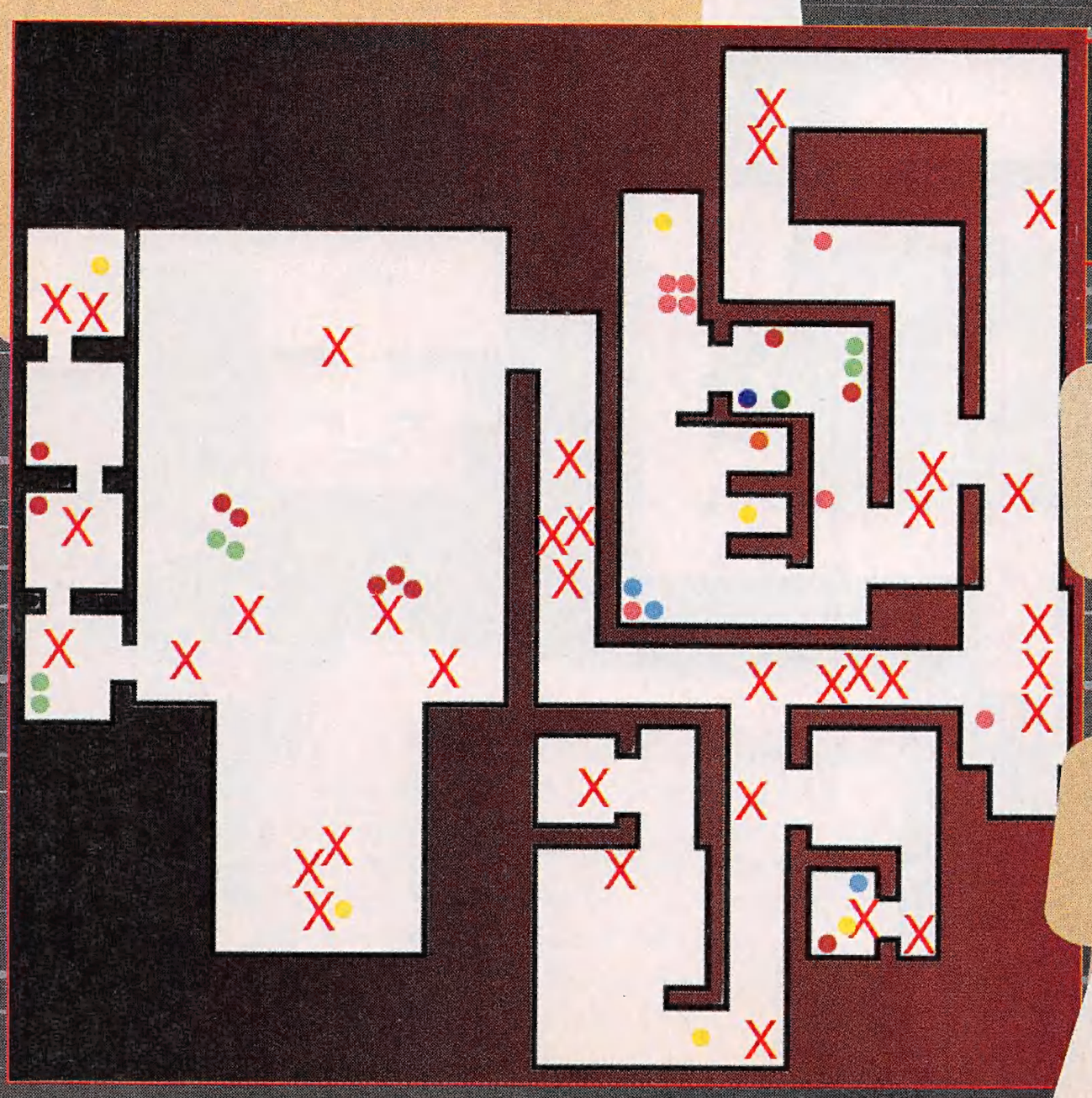
▶ In the corner of an alley, you have to shoot a wall to find the goodies.



Destroying The Helicopter

Destroy the first battery guns and the barricade. Grab the rockets and continue into the area behind the guns. Beyond the soldiers and behind the three small walls, you will find the Helicopter battle. Avoid standing near the blue fuel drums and shoot the Helicopter with ten rockets. Walk through the gate and enter the code into the computer to complete the mission.

◀ Shoot the chopper with 10 rockets and victory is yours!



Stealth Boat, Ha Long Bay

Objectives:
- Contact M via comm link
- Stop missile launch
- Find Missile Panel
- Defeat Carver

Comm Link

Be careful which gun you choose to kill the soldier standing in front of the Comm Link, or you may be starting the level over sooner than you think. Use the PK9 to be safe. Contact M and head back into the doors that were locked.

▶ Be careful not to destroy the Comm Link when killing the soldier in front of it.

GL 40 Boss

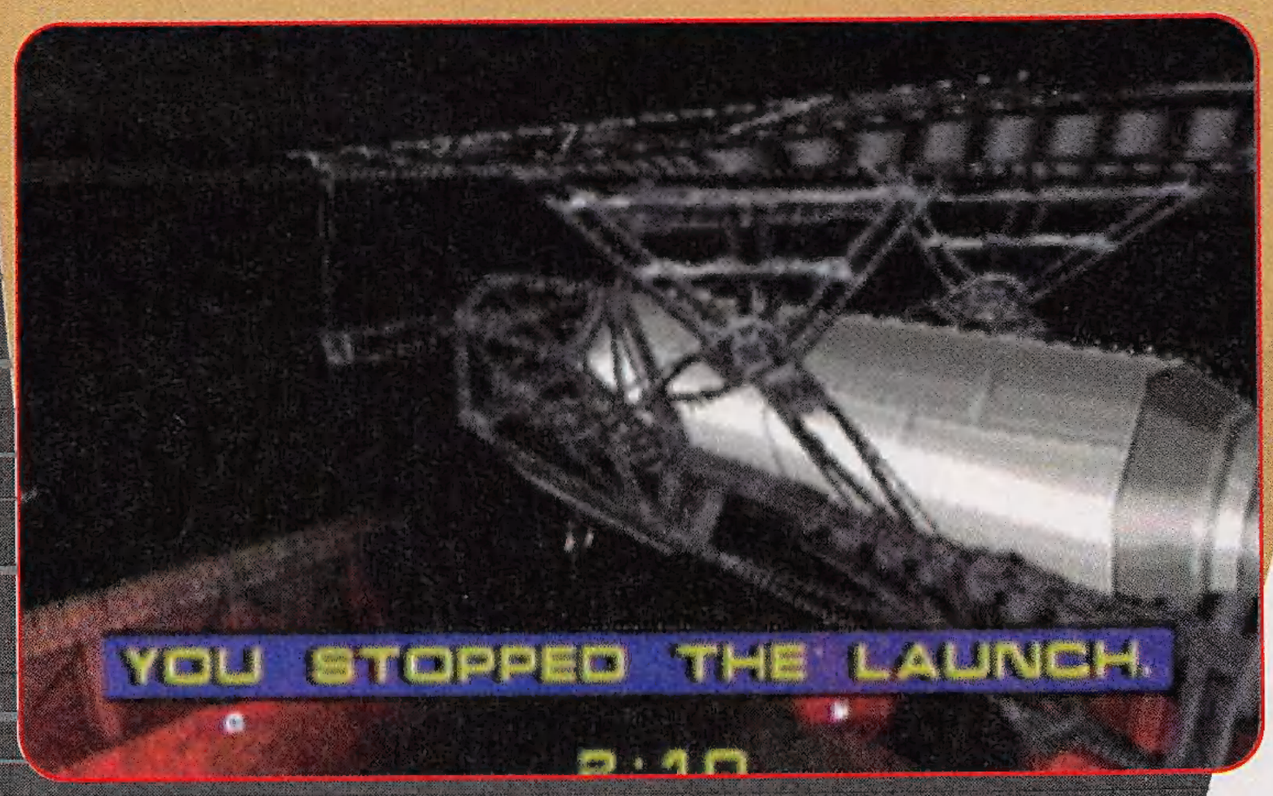
Make sure to pick up all the health and armor bonuses before entering the boss fight inside the cell area. Avoid the mortars by side stepping. Make sure to look at the boss's hp count as you fire at him to make sure you are hitting him. Sometimes those crates in there will provide him with cover. Once the battle is over, be sure to pick up the GL 40 weapon and the cell key in the back of the room to allow you to exit.

◀ Make sure to look at the boss's hp count as you fire at him to ensure you are hitting him.

Defeat Carver

After finding the Missile Panel in the lower area of the missile room, Carver will sic his cronies on you. Take them out and follow Carver into the back room. Fight your way through the guards and crate obstacles until you find Carver in the back room. He is quicker and his attack is harder to avoid than the previous boss'. Using the GL 40 will make short work of Carver. Each direct hit will take off ten HP at a time.

▶ Be persistent and roll a lot and keep pressing the ○ button to lock Carver in your site.



Stopping The Missile Launch

After you defeat Carver, you have three minutes to escape. Get the missile panel key from the computer in the back room before you leave the boss area and use it on the control panel. After aborting the missile launch, you have to escape the ship in the remaining time that it took you to get that far. This is no easy task — there are bad guys around every corner. Use the map to quickly find your way back to the ladder in the first room you started in. This will end the mission and the game. After completion, you will be able to view all the movies found in the options menu.

◀ Take the key and use it on the same control panel you used when Carver appeared in the missile room.

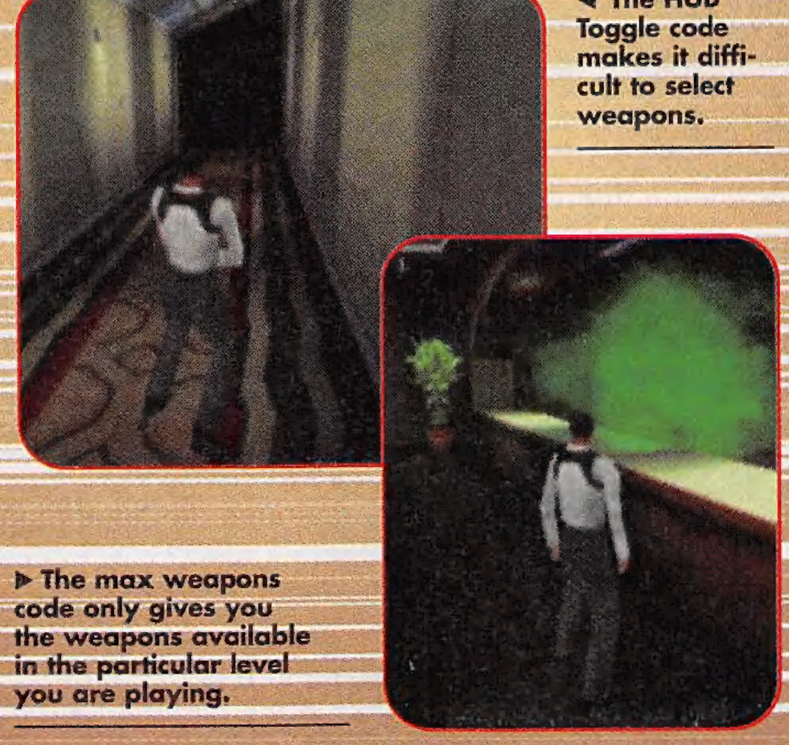
Cheat Codes

Pause Screen Codes

The following codes are preformed in the in-game pause screen accessed when you press the start button during gameplay. When done correctly, the game will begin, leaving the pause screen automatically. To cancel any of these codes, simply input it again or let them run out. After a certain amount of time, enemy fire or the loading of a new room will cause these codes to wear off, causing you to enter them again.

▲ Press the START button during gameplay to bring up the pause screen to enter the following codes.

Effect	Code
100% Health	SELECT, SELECT ○ ○ ↑ ↑ SELECT
Invincible	SELECT, SELECT ○ ○ △ △ △ △
Invulnerable to Enemy Attacks	SELECT, SELECT ○ ○ △ SELECT
HUD Toggle On/Off	SELECT, SELECT ○ ○ ← → SELECT
Max Weapons	SELECT, SELECT ○ ○ L1, L1, R1, R1



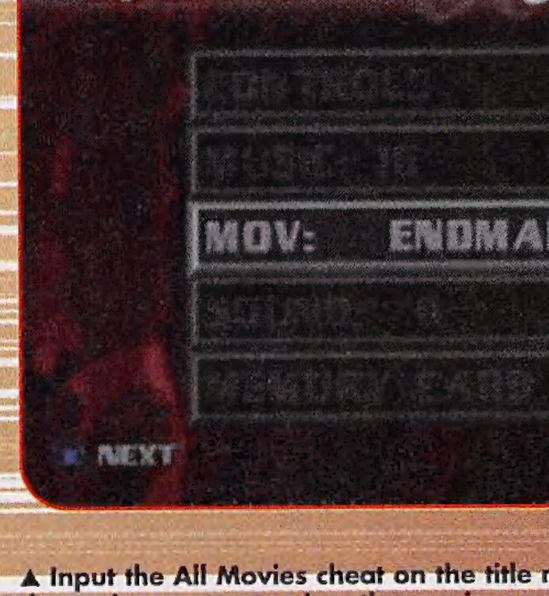
▲ Be careful not to get lost in Never Never World when using the Invincible code. You can walk through walls, doors, crates, pretty much everything. Many doors will not be able to be opened normally in this mode.

◀ The HUD Toggle code makes it difficult to select weapons.

▶ The max weapons code only gives you the weapons available in the particular level you are playing.

Title Screen Cheats

The following codes are preformed on the title screen. When the codes are inputted correctly you will hear a little beep.



◀ The title screen is obviously the first screen to appear after all the beginning hoopla is over.

Effect	Code
Access All Movies	SELECT, SELECT ○ ○ L1, L1, L1, L1, L1, L1, L1
Access All Missions	SELECT, SELECT ○ ○ L1, L1, ○ L1, L1

▲ Input the All Movies cheat on the title menu, then go to the options menu to view the movies you have unlocked.

◀ After entering the All Missions code begin a new game, and you will notice that all the missions are not lit up but are still selectable.

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GTA2

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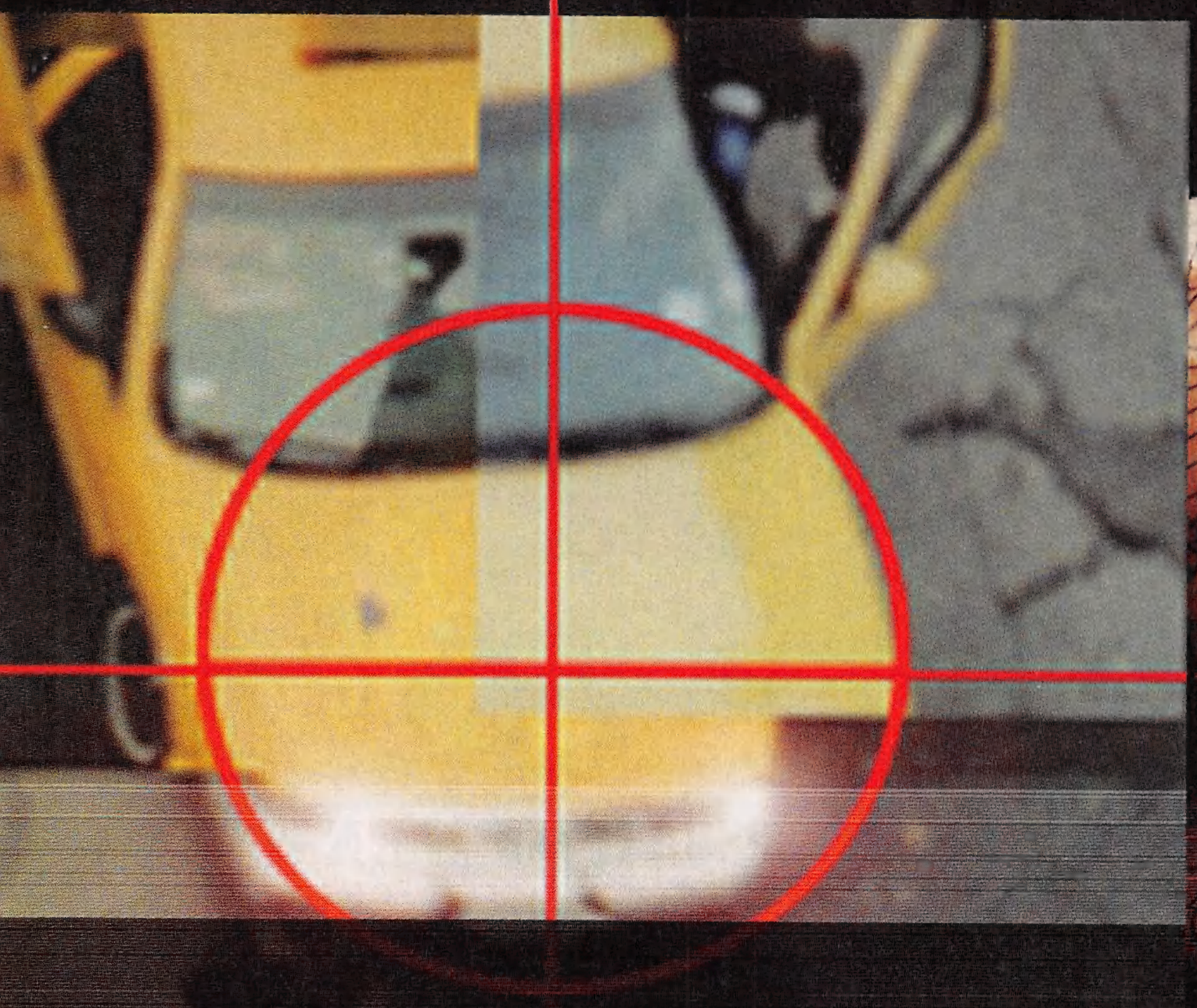

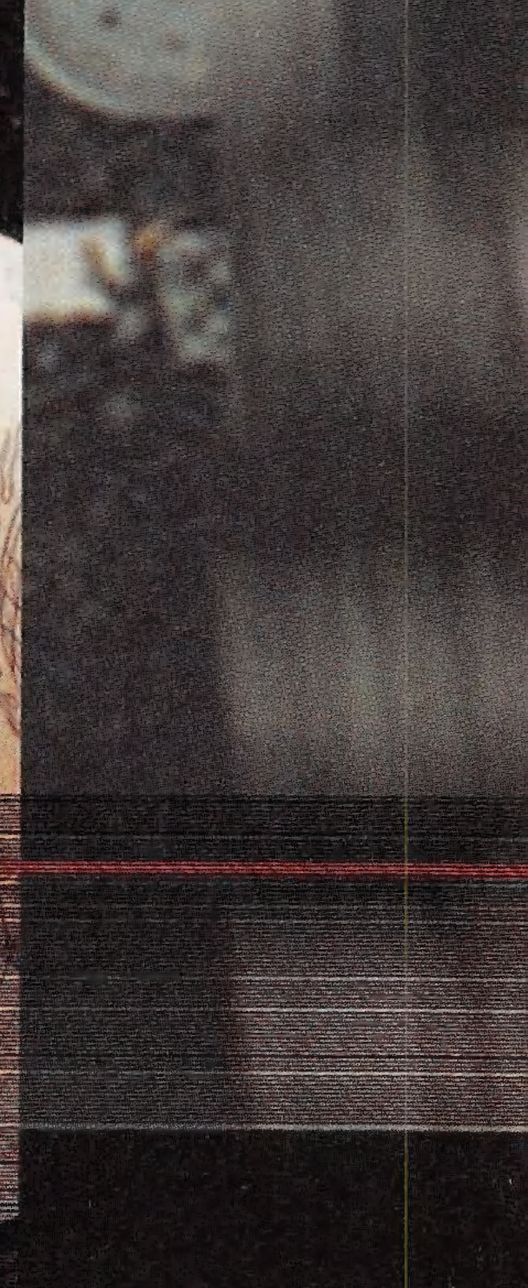

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CODE JUNKIES

your complete monthly source for all the newest and coolest playstation cheats

Face it—you're a Code Junkie. You need every new PlayStation cheat and password, and you want 'em *now*. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

code fix of the month

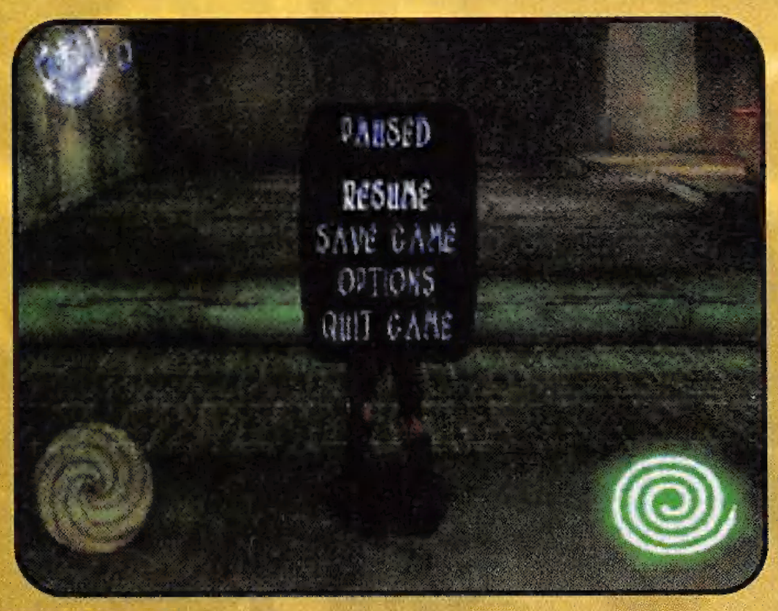
Every month there's usually at least one code in Code Junkies that totally blows open a game or increases the fun factor of a title to another level. Each month we pull out those exceptional codes and cheat gems and award them with the dubious honor of Code Fix Of The Month. Look here for the hottest of the hot codes for the best games each month.

Legacy Of Kain: Soul Reaver
A Load Of Codes

It's been some time since the game's release and we finally found some codes for it. A whole lot of codes, actually, and once entered, they will completely open up the game by doing everything from making you invincible, to activating every ability, to unlocking each Glyph in the game. This is the motherlode of *Kain* cheats!

To make the codes work, you must first pause the game, then press and hold L1 or R1 while you enter them. You should hear a sound when you enter them correctly, but you may not see their effects right away as some code's effects will only appear in either the Material or the Spectral plain, or after another cheat is entered.

Swim Ability . . . . . ↑ ○ ↓ → ○ ← ↑



▲ First pause the game at any time, then press and hold L1 or R1 while you enter any of he codes.

Refill Health . . . . . ↓ ○ ↑ ← ↑ ←
Raise health to next level . . . . . → X ← △ ↑ ↓
Raise health to maximum . . . . . → ○ ↓ ↑ ↓ ↑
Hurt Raziel . . . . . ← ○ ↑ ↑ ↓ (used when you fight the boss)
Refill Glyph/Magic . . . . . → → ← △ → ↓
Raise Glyph meter to maximum . △ → ↓ → ↑ △ ←
Shift at Any Time . . . . . ↑ ↑ ↓ → → ← ○ → ← ↓
Pass Through Barriers ability . . . . ↓ ○ ○ ← → △ ↑
Turn on Force ability . . . . . ← → ○ ← → ←
Turn on Constrict ability . . . . . ↓ ↑ → → ○ ↑ ↑ ↓
Turn on Wall Climbing ability . . . . △ ↓ L2 → ↑ ↓
Water Glyph . . . . . ↓ ○ ↑ ↓ →
Force Glyph . . . . . ↓ ← △ ↓ ↑
Sound Glyph . . . . . → → ↓ ○ ↑ ↑ ↓
Stone Glyph . . . . . ↓ ○ ↑ ← ↓ → →
Sunlight Glyph . . . . . ← ○ ← → → ↑ ↑ ←
Fire Glyph . . . . . ↑ ↑ → ↑ △ L2 →
Activate the Soul Reaver . . . . . ↓ △ L2 → → ↓ ↓ △ ↓ →
Create Fire Reaver . . . . . △ → ↓ ○ ↑
Create Air Reaver . . . . . X → ↑ ↑ △ ← ← → ↑

◀ It would normally take you quite a while before you can get your health meter all built up, but just enter a code and you can be maxed out from the start.

▲ The Glyphs don't really have to be found to beat the game, but they sure are fun to use, which is why the codes to unlock them all is a real bonus.

▲ Immediately equip the Soul Reaver sword by entering the Soul Reaver code right from the start of the game.

Test Drive 6
All The Cheats

One of the new features of this latest Test Drive sequel is the use of a financial structure for opening up the game. You have to buy a car with money and then upgrade it with cash you win after betting on each race. To unlock more cars, you need to earn loads of money, so it may take quite a while before you legitimately access all of the game. Luckily, we've got the codes to make it all much simpler. All you have to do to open everything in the game is to enter the following codes into the Name Entry screen you reach by selecting Race Menu from the Main Menu.

◀ Enter the cheats as your name on the Name Entry screen reached when you select Race Menu from the Main Menu.

Effect	Code
all cars	DFGY
all tracks	ERERTH
time on	NOEMIT
time off	FFOEMIT
all quick race tracks	CVCVBM
turns off quick race tracks code	OCVCVBM
all challenges open	OPIOP
turns off challenges open code	OPOIOP
cash	AKJGQ

◀ Since progressing through the game requires lots and lots of money, the cash code is probably the best of the lot.

Tony Hawk Pro Skater
The Level Select!

Are you so completely sad that you can't open all the levels *Tony Hawk Pro Skater* has to offer? If so, then you should be very excited to learn that we've found the level select code Neversoft didn't want you to get. By entering the code, you will be able to play every environment, including San Francisco and the cool Roswell level. Pause gameplay and press and hold L1 while you tap △ → ↑ □ △ ← ↑ □ △. The screen will shake to confirm correct code entry. Now go back to Free Ride and highlight the level you want to play and press X to enter it.

◀ First pause the game in any mode, on any level and enter the code.

▶ Then go back to Free Ride and highlight the level you want to check out and press X to select it.

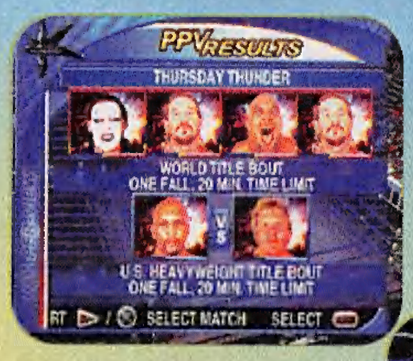
▶ Even though the screen will still say that the level has to be unlocked, you will find that you can play it anyway — just ignore the message.

WCW Mayhem
More Wrestling Cheats

We released several codes for *Mayhem* last issue, but naturally we found more as soon as the mag went to print. To enter any of the following codes, go to the Pay-Per-View Password screen found on the Main Menu.

◀ Enter all the codes at the password screen and, when finished, press X to see a confirmation of the code message appear at the bottom.

Effect	Password
Thursday Thunder PPV	PLYHDNGYS MSKDLTLRY
Masked Little Rey Mysterio Jr.	MSKDLTLRY
Transformed wrestlers	NGGDYNLN
Stamina Print Enabled	PRNTSTMN (displays point value of Stamina meter)
Momentum Print Enabled	PRNTMMNTM (displays the point value of the Momentum meter)



◀ To play a pre-ordained Thursday Thunder PPV match, enter PLYHDNGYS on the first line of the PPV screen and MSKDLTLRY on the second line. When entered correctly, the set of matches and their entrants will appear.

▶ Enter NGGDYNLN as a PPV password to unlocked a casual Kidman, Alex Wright in a bowling shirt, a kid Stevie Ray, and a kid Wrath.

Star Wars: The Phantom Menace
A Cheat Menu!

Who needs the Force when you've got access to a cheat menu? Once opened, this cheat menu lets you play any level in the game, view any movie and turn yourself invincible. Jar Jar can still be killed, though, which is inherently not a bad thing, but for the sake of playing through the game, he needs to stay alive. This will still provide a good amount of frustration to players as there is no code to keep him from jumping in the front of laser blasts whenever they appear. To enter the code to see the cheat menu, go to the Title screen and highlight Options. Now press △ ○ ← L1, R2 □ ○ ← and you will hear a beep. Now press L1 + SELECT + △ to make the cheat menu appear. Exit the menu and choose New Game to play a selected level. You can return to the cheat menu by pressing L1 + SELECT + △ at the Main menu.

◀ You enter the code to open the cheat menu at the Title screen, then press L1 + SELECT + g to make the menu appear.

▶ Once you have the cheat menu open, you can turn on invincibility or check out any of the movies, but to play any level you must select one, then exit the menu and select New Game and you will begin your desired level.

Trick'n Snowboarder
Resident Evil 2 Characters

Just turn the game packaging over and you will read that there are some hidden Capcom characters to play as. This is how you get them. You can play as Leon, Claire and a zombie cop by pressing △ △ X X □ ○ □ ○ at the title screen. You will hear a noise when entered correctly. Enter the Free Mode and when you get to the character select screen, press L2 or R2 and you will be taken to another character select screen where you can choose between the *RE2* characters.

▲ Press L2 or R2 at the Character select screen after choosing the Free Mode. You will open a hidden character select screen featuring the RE2 characters Leon, Claire and the Zombie.

◀ When you enter the code at the Title screen, you will hear a noise.

▶ The snowboarding action is average at best, but now that you can be Claire or Leon, many will at least want to give this game a go.

TOCA 2: Touring Car Challenge
Open Everything And Much More

This is one of the best driving simulations around and it sure does look good, but it is also one toughest racing games to beat. Many gamers may never see some of the final tracks or use some of the last few hidden cars in the Support Car Championship without some cheats. With the following codes, you're going to be able to unlock everything the game has to offer, as well as enable some other unorthodox modes and silly gimmicks. Most are pretty cool and should be tried at least once. You enter the codes as your name at the name entry screen you reach when you start any mode. The announcer will declare "cheat mode enabled" after you correctly enter the code and the name entry screen will become blank again to enter another code or a legitimate name.

◄ **Start any mode to reach the name entry screen where you input the cheats. Re-enter a code to disable it.**

Code	Effect
MECHANIC	All Cars
BIGLEY	All Tracks
MINICARS	Micro Machines Camera View
PADDED	Bouncy Barriers
LUNAR	Low Gravity
LONGLONG	Propellerhead Championship
PUNCHY	Cannot Be Kicked Out Of Championship
BANGBANG	Battle Mode
TECHLOCK	Lock Framerate During Qualification
BCASTLE	Bouncy Crashes
DUBBED	O.T.T. Crashes
ELASTIC	Stretch Track Vertically
TRIPPY	Blur Horizons
JUSTFEET	Wheels Only (no car body)
FASTBOY	Faster Speed
DINKYBIT	Oulton Park Island Circuit

◄ **The Micro Machines View code gives you an overhead perspective of the racing, just like the view you get in the original Micro Machines game from Codemasters.**

▶ **The cars normally unlocked by beating the Support Car Championships are now available right from the start, like the Jaguar XJ220.**

◄ **Be sure to try the unusual three wheeled Grinnall Scorpion, now that it is so easy to unlock.**

Xena
Warrior Princess Cheats

We ran a strategy on this game last issue and in that strategy, we included a code. We're running the code again this issue (full shield and sword power-ups), but only because we have found two more: a level select and a code to make Xena invincible. All codes are entered at the Main Menu and when entered correctly, you will hear a twinkle sound. To use the level select, choose Load Game from the Main Menu and all the levels and bosses should be visible and selectable by pressing → or ←.

▲ **Enter the codes on the Main Menu and choose Load Game to find the level select.**

Code	Effect
△ □ △ □ □ ↑ ↑ ↑	Full Shield and Sword Power-ups
△ □ ○ △ □ ↑ ← →	Level Select
↑ ↑ ↑ ○ □ ↑ → ←	Invincible Xena

▲ **The effect of the full shield and sword power-ups code is apparent when you pause the game and notice that your sword and shield status are multiplied by four.**

▲ **Using the level select code, you can jump right to the last level and face the final boss and perhaps get to see the tender ending cinema between Xena and Gabrielle.**

Bass Landing
Perfect Conditions

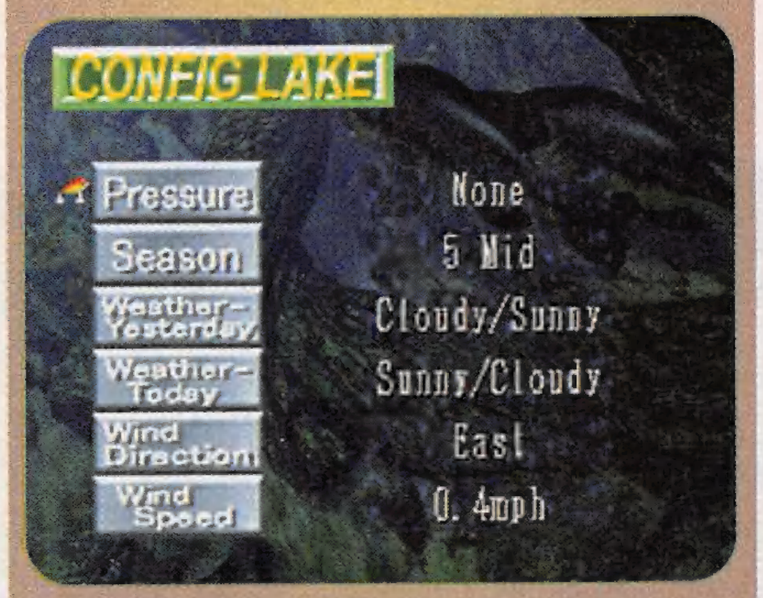
Apparently this is one of the tougher fishing titles to be released this year, with folks across the nation having trouble getting any bass to bite. For a successful day fishing, it all comes down to the conditions on the lake. An ideal set of conditions come straight from Agetec and its Bass Landing website, found at http://www.agetec.com/games/bass-landing/tips.html.

Simply input all of the following information into the Lake Configuration screen and you will have no problem pulling up some fish.

Lake Configuration (choose specified selections and within indicated ranges)

Lake:	Lunker Lake
Pressure:	None
Season:	↑ Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (Aug.-Oct.)
Weather Yesterday:	Cloudy/Sunny
Weather Today:	Sunny/Cloudy
Wind Direction:	East
Wind Speed:	0.0 to ←.0
Water Temp:	60° - 70°
Water Quality:	Clear
Start Time:	6:00 - 8:00 or 15:30 - 17:30
Time Elapsed:	None
Best Lures:	Spinnerbait, Popper

Hint: Fish like to hide in and around vegetation.



▲ **Play god and create perfect fishing conditions. You're guaranteed to hook your limit.**

Hot Wheels Turbo Racing
The TwinMill 2

Another hidden car has been revealed: the TwinMill →. To use this double engine monster, select the Password option from the Main Menu and enter TH4T_ROCKS. Return to the Main Menu and the car will be selectable.

◄ **The hidden TwinMill 2 is now available for use, thanks to a brand new code.**

No Fear Downhill Mountain Bike Racing
Unlock The Trick Trail

Hidden game secrets don't get much cooler than this. Inside *No Fear Downhill Mountain Bike Racing* is an extra course, featuring loads of jumps, perfect for pulling tricks. As you complete tricks, you will be awarded points, making this a whole challenging mode in itself. To unlock the Trick Trail, go into the Time Trial mode and answer "yes" when asked to Enter the Competition Access Code. Then type in MONKEYBIKE and press △ to go back to the main menu. There you will find the new Trick Trail listed just under Tournament.

◀ Enter the Time Trial mode and select "yes" when prompted to enter the Competition Access Code. There, enter MONKEYBIKE and return to the Main Menu.

▶ After you enter the cheat, the new course will appear on the Main Menu.

◀ There are some fun courses in the game, but the Trick Trail is one of the best, with its jumps every 30 feet.

40 Winks
All The Cheats

To be honest, you're pretty pathetic if you feel you have to resort to using cheats with this game; it's not that tough. We strongly encourage you to finish this cute little adventure on your own, but if you have to cheat, we've got the goods. To enter the codes, you must pause the game in the area designated (the House Hub or inside any level) and Quit Level must be selectable on screen. While on the pause screen, press and hold SELECT while you enter the following.

▲ Enter the codes on the pause screen in the designated area while you are holding SELECT.

Effect	Where Entered	Code
All DreamKeys	House Hub	○ L1, L2, L1, L2
All Winks	House Hub	← ↓ → → →
Reset Z's	Anywhere	→ L1 ↑ R1, L1
Reset Moons	Anywhere	↑ L2 ← R2 ←
Full Cogs	Anywhere	↓ R2, L1 ↑ R2
Reset Lives	Anywhere	L1 ↑ → L2 ↑

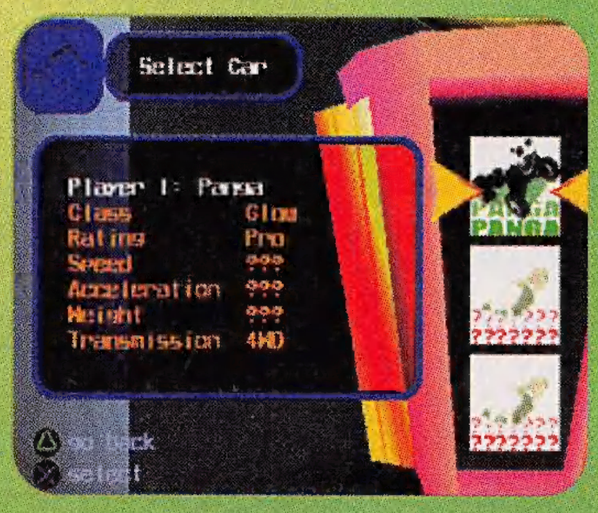
Re-Volt
All Tracks And Almost All The Cars

The idea is a good one for this game, especially considering that a Dual Shock controller easily emulates an RC controller. Too bad lousy framerate and other issues keep it from being very fun and far too hard. We have a couple codes that will at least let you see what most of the game has to offer. There is a code to open all the tracks and one to unlock most of the cars in the game. There will still be a few that still remained locked, though. Enter the following codes as the players name when prompted when you start a race. After confirming a code, you can press △ to return to the name entry screen and enter the other code or an actual name.

▲ After you enter the all tracks code press 4 at the track selection screen to activate mirrored tracks or 3 to turn on the reversed tracks.

◀ Enter both codes at the name entry screen you come to when you start a race.

Code	Effect
All Tracks	TRACKER
All Cars	CARNIVAL



▶ Almost every car in the game can be selected, except for a few that still remained locked.

tip lines

Need help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain any of these lines (other than our own), so we aren't responsible for the information available on them.

Stuck? Call PSM!

Check it out—PSM's new tip line is the only place you can access the Code Junkies' Bible in its entirety—every code for every PlayStation game created! If it's not here, it doesn't exist! PSM's tip line also has the most complete walkthroughs and strategies for the latest games. And it's updated every month!

Call 1-900-772-4PSM

If you're under 18 years of age, please get your parents' permission before calling. Calls are $1.49 per minute.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(900) 225-5436
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(900) 740-JEDI
Maxis	(510) 933-5630
Microprose	(900) 773-HINT
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psygnosis	(900) 976-4468
Ready Soft	(905) 475-4801
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800)695-GAME
Square Soft	(900)407-KLUE
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

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Most interesting

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RPG of 1999

Will gain one final title on January 1, 2000:

Most hard to find

On that day, sales to retail of LUNAR: Silver Star Story for the PlayStation® game console will cease. Forever. The end. Omega-time. Sales have far exceeded our expectations, and being the mentally-challenged non-MBA gaming-types we are, we thought it would be kind of cool to say "Enough! All the cool people that know what's up have already bought the game anyway. Had the experience. Are probably listening to the free soundtrack and fondling the other free stuff right now, laughing at the ignoramuses (or is that ignorami? We never can remember...) who still call anime 'that freaky Speed Racer stuff.' Why not keep this game at least a LITTLE bit of a secret and make the penny-pinchers who haven't bought it yet end up paying too much on eBay™ when they realize what a terrible mistake they've made?"

So, if you think that passing on the "Ghaleon Experience" has something to do with floating Spanish doo-dads, you're definitely missing the boat. In that case, about all we can offer you by way of consolation is "Ignorance is Bliss. Keep your damned tainted burger-emporium-earned money, you freaking spaz. You're not worthy. And don't count on your momma savin' your sorry butt with her awesome foresight, 'cuz she already spent the family dough on wunder bread and kool-aide. Bon Appetit!"

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NBA Showtime: NBA on NBC
Play As Some Mascots

Considering that this is basically a glitsy *NBA Jam*, there's bound to be a load of codes for it. Here's the first batch. There are bound to be more to follow in the coming months. These codes allow you to play as some of the team's mascots. Enter the following names and PIN numbers when prompted as you start a game. The character will appear in the Match-Up screen.

◄ When you begin a game, you will be given the chance to enter your name. This is where you enter the cheat codes and PIN numbers.

Mascot	Name	PIN
Raptors Mascot	RAPTOR	1020
Sonics Mascot	SASQUA	7785
Nuggets Mascot	ROCKY	0201
Hornets Mascot	HORNET	1105

► Each player in a two or even four player game can enter a code to use a mascot. Each mascot's attributes are hidden, but we assume they are pretty good.

Warpath
How To Unlock Stuff

We haven't found any real codes to unlock stuff in the game, but we've got a listing of what secret modes, dinos, skins, arenas and basic rewards you can earn. These come straight from Dreamworks and should be the extra incentive you need to keep playing. When playing the Arcade Mode, preset the number of rounds to one and continually attack your opponent, as the aggressor usually wins. In Survival Mode, you want to preset rounds to one and set the time limit to 30 seconds.

• Play through Arcade Mode once to unlock additional secret game modes.

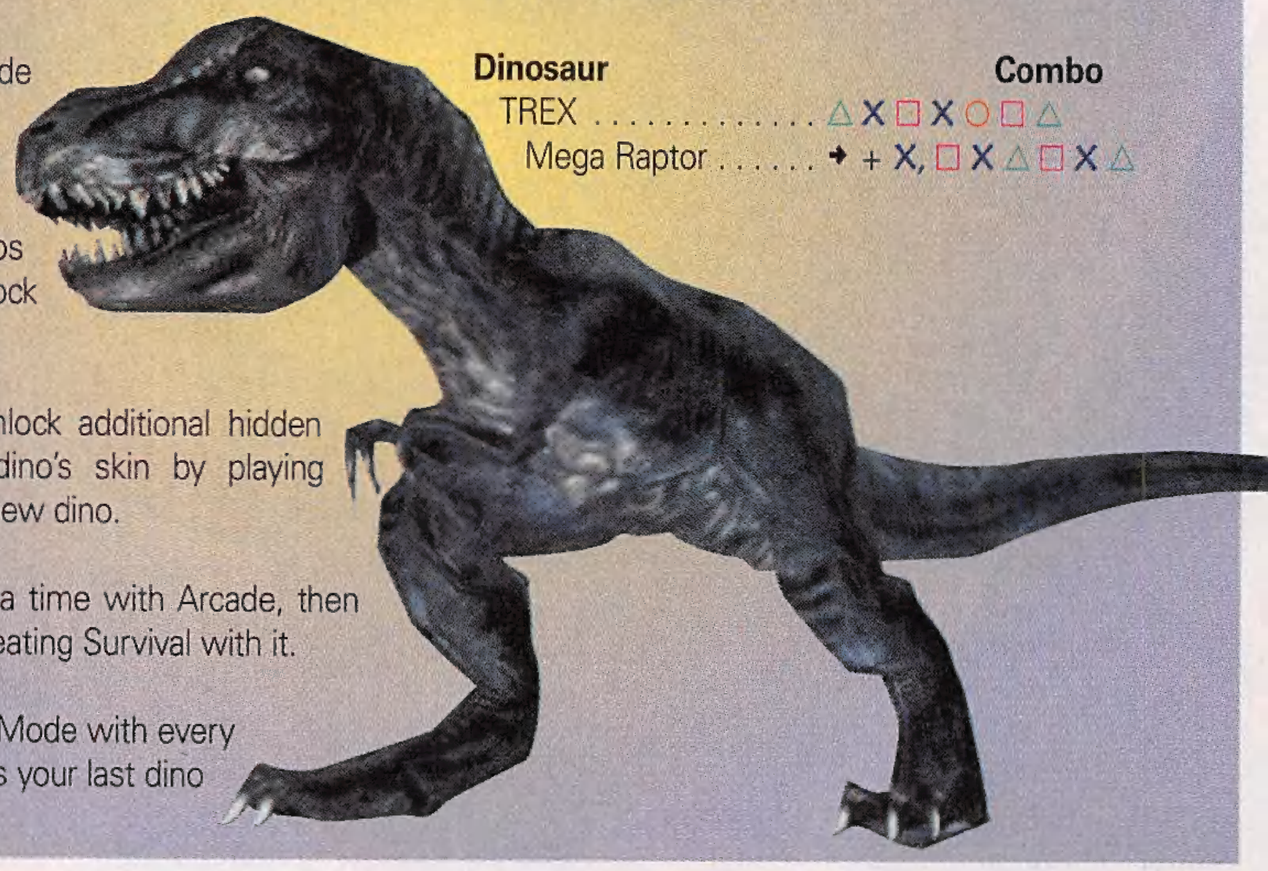
• Play all eight current dinos in Survival Mode to unlock their additional skins.

• Play Arcade again to unlock additional hidden dinos, then unlock that dino's skin by playing through Survival with that new dino.

• Only unlock one dino at a time with Arcade, then unlock that dino's skin by beating Survival with it.

• Upon completing Arcade Mode with every dino (meaning the Alberto is your last dino used), the Universal Studios Florida TV Commercial will run.

• Upon completing Survival Mode with every dinosaur (all 14 unlocked), you will receive the following options, available in your "Match Settings" : "Exhibition Mode" (two dinos selected by you, but the Computer controls both dinos) and "Invulnerability Mode" (God Mode — your dino takes no damage).



Dinosaur	Combo
TREX	△ X □ X ○ □ △
Mega Raptor	→ + X, □ X △ □ X △

Seven Button Combos

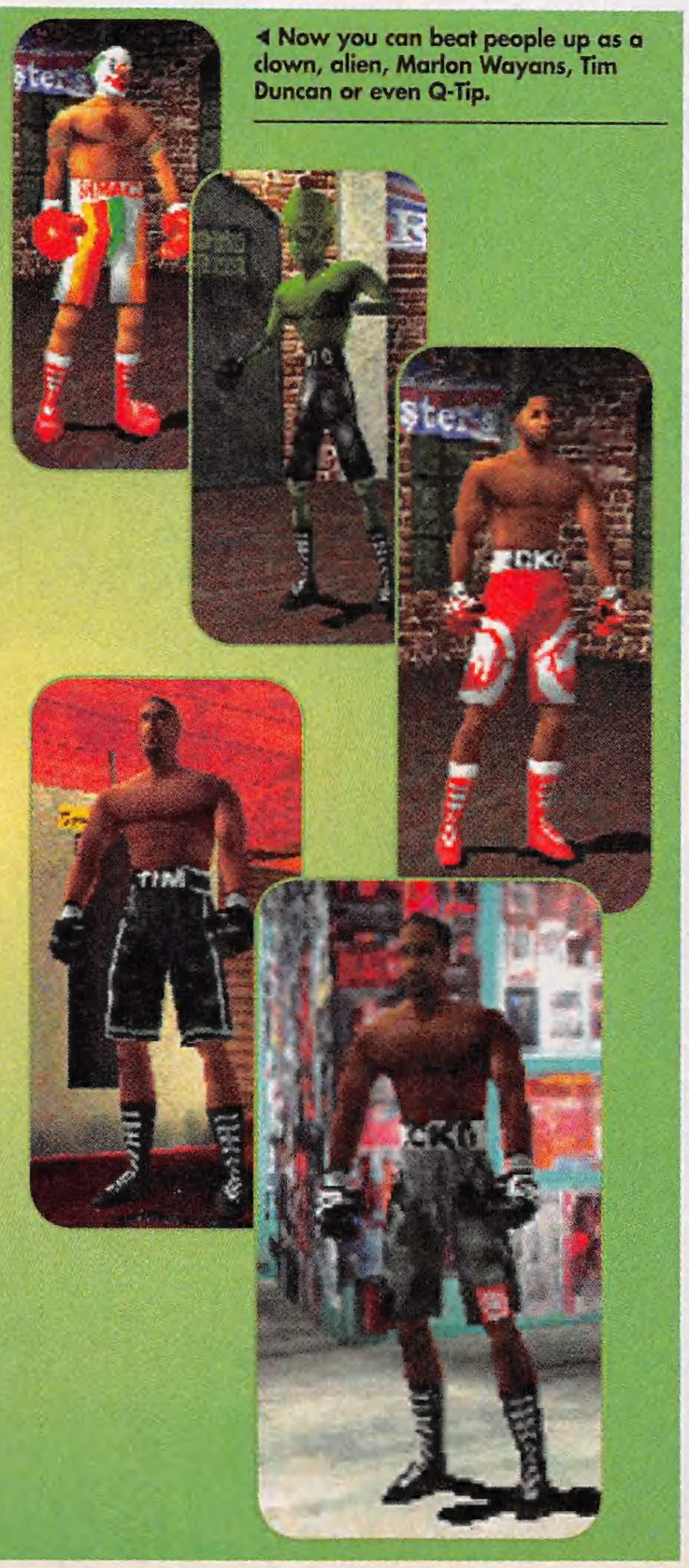
As a bonus we've got a couple seven button combos not found in the manual.

Knockout Kings 2000
Hidden Characters

These must be the coolest hidden characters that have ever been included in a videogame. Not only can you play as a clown and an alien, but you can also play as the comedian Marlon Wayans or Q-Tip from "A Tribe Called Quest". To play as any of these characters, you must first enter the Career Mode and then create a new boxer. At the name entry screen, enter one of the following names to play as the respective character in the Career Mode. To use the character in the other modes, you're going to have to save the character to a memory card. Note: "_" indicates a space.

◄ Start a new career and enter one of the names listed to play as one of the hidden characters.

Code	Character
GARGOYLE	Gargoyle
TIM_DUNCAN	Tim Duncan from the San Antonio Spurs
MARLON_WAYANS	Marlon Wayans
MARC_ECKO	Marc Ecko, the founder of the Ecko clothing line
JERMAINE_DUPRI	Jermiane Dupri
Q_TIP	Q-Tip from "A Tribe Called Quest"
O	O, the artist that performed most of the game music
ROSWELL	Alien
SHMACKO	Shmacko The Clown
ED MAHONE	Ed Mahone



◄ Now you can beat people up as a clown, alien, Marlon Wayans, Tim Duncan or even Q-Tip.

RC Stunt Copter
Stunt Copter Codes

This is definitely one of the more innovative games out, as well as one of the toughest to master. We've uncovered some cheats for the game, but they unfortunately don't make the going any easier. They do unlock some stuff like all the training levels and regular levels, as well as the ending movie. You enter all the codes at the Main Menu and, when done correctly, you will hear the announcer say "cheaters never prosper".

► Enter the codes at the Main menu. Even though you're pressing the X button at some point during each of the codes, advancing the screen, just continue with the code and it will work. Along with the audio confirmation of correct entry, you will see the code's name scroll up the screen.

Effect	Code
Unlock Training Levels	↓ ↑ ← → △ X □ ○
Unlock All Levels	↓ ↑ → ← △ X □ ○
Long Name	↑ ↓ ← → △ X □ ○
Mega Points	L2, R2, L1, R1 △ ○ X □
End Movie	↑ ↓ ← ← X □ ○ △

◄ First enter the Unlock the Training Levels code, then enter the All Levels code to play all the one-player games, including the final bonus level where you fly in the dark!

► The ending movie has the development team behind the game flying, or should we say crashing, real RC Helicopters.

Wu Tang Clan: Shaolin Style
The Hidden Practice Arena And The Chamber Secrets

We couldn't get any real cheats for the game in time for this issue, but we did get our hands on some pretty useful information on how to unlock the Individual Chamber secrets for each character. We also reveal how to make the Practice Arena available in the Versus Mode.

Chamber Secrets

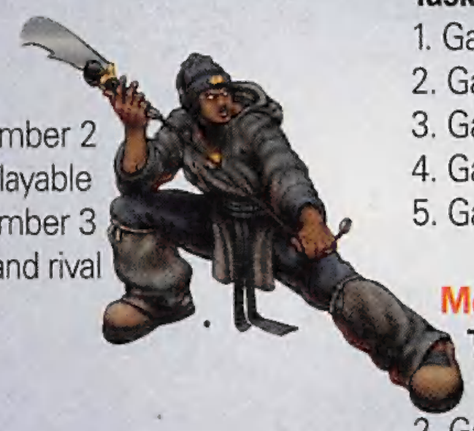
You still have to play the game to open things up, but at least you know what to do now. The different Chambers are gained by completing different objectives as you battle through the Story Mode.

Rza Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Gain character's kill number 2
2. Gain chambers 6-10	Scale mode
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Gain Mudan Kill number 3
5. Gain chambers 18-20	Gain character's secret outfit

Gza Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Gain character's kill number 2
2. Gain chambers 6-10	Gain character's rival playable
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Character art for GZA and rival
5. Gain chambers 18-20	Super Turbo mode

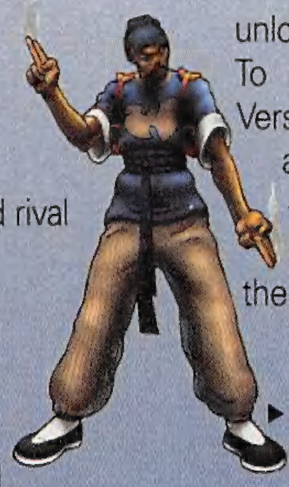


Ol' Dirty Bastard Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Gain character's kill number 2
2. Gain chambers 6-10	Gain character's secret outfit
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Gain rival's kill number 2
5. Gain chambers 18-20	Gain rival's kill number 3

Inspecta Deck Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Gain character's kill number 2
2. Gain chambers 6-10	Disco lighting mode
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Character art for Inspecta Deck and rival
5. Gain chambers 18-20	Gain character's rival playable



Raekwan The Chef Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Gain character's kill number 2
2. Gain chambers 6-10	Character art for Raekwon and rival
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Gain character's rival playable
5. Gain chambers 18-20	Gain character's secret outfit

Masta Killah Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Night fighting mode
2. Gain chambers 6-10	Gain character's kill number 2
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Gain Lei-Gong Kill number 3
5. Gain chambers 18-20	Gain character's rival playable

Ghostface Killah Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Gain practice dummy – Bodyguard
2. Gain chambers 6-10	Gain character's kill number 2
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Gain character's secret outfit
5. Gain chambers 18-20	Gain Arena 4.1

U-God Chamber Specific Secrets

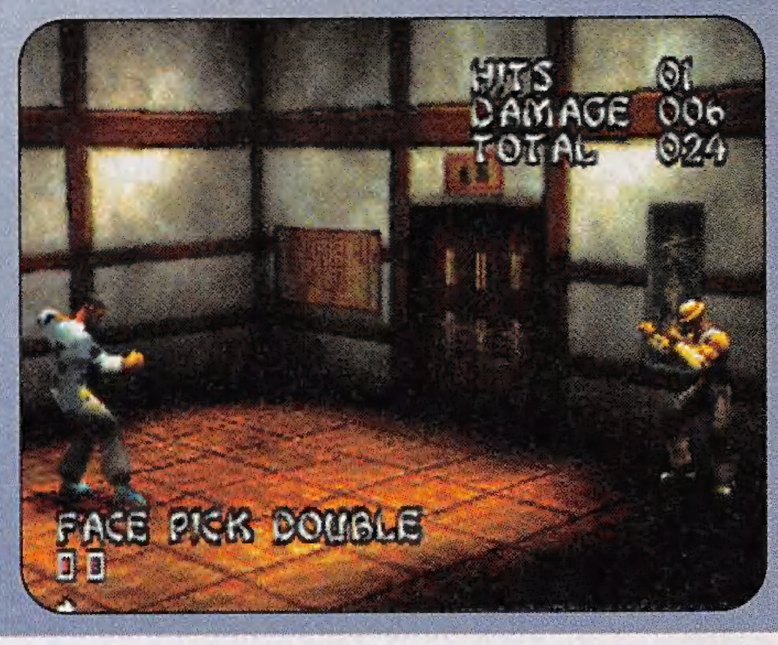
Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Merry go Round mode
2. Gain chambers 6-10	Gain character's kill number 2
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Gain Arena 3.1
5. Gain chambers 18-20	Gain character's secret outfit

Method Man Chamber Specific Secrets

Task needed to gain secret	Secret Description
1. Gain chambers 1-5	Gain Arena 1.1
2. Gain chambers 6-10	Gain character's kill number 2
3. Gain chambers 11-15	Gain character's kill number 3
4. Gain chambers 16-17	Character art for Method and rival
5. Gain chambers 18-20	Gain character's secret outfit

Practice Arena

Complete Practice Mode with all 21 characters to unlock the Practice Arena. To fight in this arena in Versus Mode, highlight any arena, then hold the L1 + L2 and confirm your selection by pressing the X button.



▶ Get through each characters tutorial and the practice arena becomes available in Versus mode.

Medal Of Honor
The First Codes!

One of the best games of the year has just gotten even better. These brand new codes for *Medal Of Honor* can improve the already stellar gameplay. One will make the game harder and more realistic, while a couple of the others improve the multi-player games. All are entered on the Password screen found in the Options Menu. As you type in the cheats, the lights on the typewriter will flash green if entered correctly. A couple of the cheats will appear on the Secret Codes screen where you can turn their effects on and off at will.

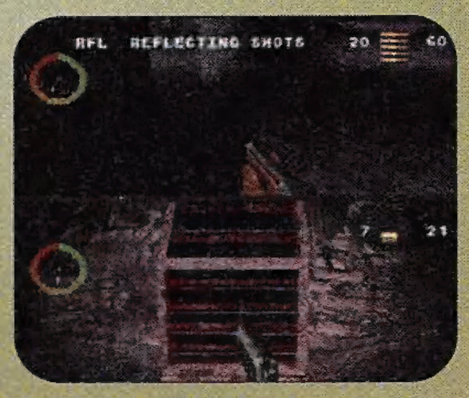
CAPTAINDYE . . . . . Captain Dye Mode (enter before you start a new game)
DENNISMODE . . . . . Nifty Multi-player Power-ups
SPRECHEN . . . . . American Movie Mode (Germans speak English)
BIGFATMAN . . . . . Evil Col. Muller Multi-player Character (arch nemesis of Manon)

◀ Enter the codes on the Password screen found in the Options menu. When a code is entered correctly, the lights on the typewriter will flash green.

▶ After you enter a couple of the cheats on the password screen, you can find them listed on the Secret Codes screen, where you can then turn them on and off to suit your tastes.

◀ With Capt. Dye Mode turned on, the amount of health you have is persistent from level to level within a mission; none of that sissy it-gets-knocked-back-to-100% stuff. Finishing the game in this mode is an alternate way to win the game's secret commendation and unlock all the secret multi-player characters (like the Raptor).

▶ Turning on the Nifty Multi-player Power-ups add a whole new dimension to the two player game. Each time you or your opponent grab the ammo off a dead enemy's corpse, they will activate one of several wacky power-ups, including one that randomizes the D-pad.



game shark codes

CHAMPIONSHIP MOTOCROSS

Unlock All Classes.....80086e68000f
Unlock All Tracks.....80086e6c0fff
Unlock Mirror Mode.....80086e700001
Unlock View Fox Movie.....80086e7c0001

DINO CRISIS

Shotgun, Handgun and Grenades.....800c15a80510
Inf. Grenade Ammo 2nd Position.....800c18ce9618
Inf. Large Med Paks 3rd Pos.....800c18d4961e
Inf. Shotgun Ammo 1st Position.....800c18cc9610
Infinite Health.....800b957404b0
Mod Chip Disable Code.....d014957e1040
Mod Chip Disable Code.....8014957e1000
Resus. Always In Storage Room.....800c15300000
150 Grenade Ammo 2nd Pos.....d00bfd860300
800c18ce9618
150 Large Med Paks 3rd Pos.....d00bfd860300
800c18d4961e
150 Shotgun Ammo 1st Pos.....d00bfd860300
800c18cc9610
Shotgun, Handgun, Grenade Gun.....d00bfd860300
800c15a80510
Enable Costume Change.....D00C1CF40001
800C1CF4000F
D00C7C420003
800C7C420503
Enable Extra Missions (Press R1+ R2 on Main Menu).....D00B1418000A
800C7C420403
Infinite Time.....800480CA2400
Clear Time is 0:00:00.....800C14C40000
800C14C60000.....
Used 0 Continues.....300C14CA0005
Haven't Saved.....300C14C30000
Tons 'O Plugs.....800C1B0000FF

EVIL ZONE

Disable P1.....300A83760000
300A83780000
Disable P2.....300A83770000
300A83790000
Unlock All Extras.....800A83DEFFFF
800A83e0FFFF
800A8302FFFF
800A83e4FFFF

FINAL FANTASY ANTHOLOGY

Have All Magic Terra FF VI.....500036010000
3002fa6e00ff
Have All Espers FF VI.....8002fa68ffff
8002fa6affff
8002fa6cffff
Infinite GP FF VI.....8002f860ffff
No Steps FF VI.....8002f8660000
Have All Items FF VI.....5000ff010001
3002f8690000
Save Anywhere FF VI.....8002feb68064
Infinite Item Usage All Slots FF VI.....8010b8e62400
Have 99 of ALL Items FF VI.....5000ff010000
3002f9690063
Max GP FF V.....8002e946cfff
8002e9480fff
Have All Magic FF V.....50000a020000
8002e950ffff
Infinite Items FF V.....5000dc010000
3002e7fd0063
Have All Magic FF V.....8002e950ffff
8002e952ffff
8002e954ffff
8002e956ffff
8002e958ffff
8002e95affff
8002e95cffff
8002e95effff
8002e960ffff
8002e962ffff
Have All Jobs FF V.....8002e840ffff
3002e84200ff
Enable Ability FF V.....3002e8f300ff
Have All Abilities FF V.....8002e8f6ffff
8002e8f8ffff
8002e8fcffff
8002e902ffff
8002e904ffff
8002e906ffff
8002e908ffff
No Random Battles FF V.....8002f6a80000

G POLICE: WEAPONS OF JUSTICE

Infinite Ammo.....800b52a00063
800b52a40063
800b52a80063
800b52ac0063
800b52b00063
800b52b40063
800b52b80063
800b52bc0063
800b52c00063
800b52c40063
800b52c80063
800b52cc0063
800b52d00063
800b52d40063
800b52d80063
800b52dc0063
800b52e00063
Invincible.....8008dbdc0001
All Weapons & Infinite Ammo.....8008f1e00001
Bonus Camera Angle.....800921cc0001
Enable Sirens.....800930380001
Fast Traffic.....800988c00001
Open Secret Training Missions.....80093990003f

GALLOP RACER

10th Pos. Infinite Stamina.....800eafb600ff
11th Pos. Infinite Stamina.....800eaff600ff
12th Pos. Infinite Stamina.....800eb03600ff
1st Pos. Infinite Stamina.....800ead7600ff
2nd Pos. Infinite Stamina.....800eadb600ff
3rd Pos. Infinite Stamina.....800eadf600ff
4th Pos. Infinite Stamina.....800eae3600ff
5th Pos. Infinite Stamina.....800eae7600ff
6th Pos. Infinite Stamina.....800eaeb600ff
7th Pos. Infinite Stamina.....800eaef600ff
8th Pos. Infinite Stamina.....800eaf3600ff
9th Pos. Infinite Stamina.....800eaf7600ff
Infinite Stamina All Positions.....d00b5ae2acc4
800b5ae22400

OMEGA BOOST

1st Zone Unlocked.....300a7e200001
2nd Zone Unlocked.....300a7e210001
3rd Zone Unlocked.....300a7e220001
4th Zone Unlocked.....300a7e230001
5th Zone Unlocked.....300a7e240001
6th Zone Unlocked.....300a7e250001
7th Zone Unlocked.....300a7e260001
8th Zone Unlocked.....300a7e270001
Infinite Missiles.....800a7ed00014
Last Zone Unlocked.....300a7e280001
Level 2 Unlocked.....300a7e340001
Level 3 Unlocked.....300a7e350001
Level 4 Unlocked.....300a7e360001
Level 5 Unlocked.....300a7e370001
Level 6 Unlocked.....300a7e380001
Level 7 Unlocked.....300a7e390001
Level 8 Unlocked.....300a7e3a0001
Level 9 Unlocked.....300a7e3b0001
Level A Unlocked.....300a7e3c0001
Level B Unlocked.....300a7e3d0001
Level C Unlocked.....300a7e3e0001
Level D Unlocked.....300a7e3f0001
Level E Unlocked.....300a7e400001
Max Score.....8009c048cfff
Max Score.....8009c04a0fff
Max Viper Beam.....800a7ec40fff
Time is 0:00:00.....800a7e900000
800a7e920000.....
U1 Zone Unlocked.....300a7e290001
U2 Zone Unlocked.....300a7e2a0001
U3 Zone Unlocked.....300a7e2b0001
U4 Zone Unlocked.....300a7e2c0001
U5 Zone Unlocked.....300a7e2d0001
U6 Zone Unlocked.....300a7e2e0001
U7 Zone Unlocked.....300a7e2f0001
U8 Zone Unlocked.....300a7e300001
U9 Zone Unlocked.....300a7e310001
V5 Zone Unlocked.....300a7e320001
Infinite Health.....800a7ebc04b0
80030f722400

RC STUNT COPTER

Enable All Stages.....800CD43CFFFF
800CD43EFFFF
800CD440FFFF
800CD442FFFF
800CD444FFFF
800CD446FFFF
800CD448FFFF
800CD44AFFFF
800CD44CFFFF
800CD44EFFFF

RESIDENT EVIL: NEMESIS

Assault Rifle/ Inf. Ammo 4th Pos 800cf328ff0f
Gatling Gun W/ Inf. Ammo 3rd Pos...800cf324ff0b
Infinite Health.....800c9e7800c8
Magnum/ Inf. Ammo 1st Pos.....800cf31cff05
Launcher/Inf. Ammo 2nd Pos.....800cf320ff0a

R-TYPE DELTA

Add Continues.....80065c0c0001
Enable All Gallery.....80013a44ffff
Enable Ships + Level Select.....80013a4cffff
80013a4e00ff

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Infinite Continue Timer.....801c89980009
80065c122400
Infinite Lives.....8001014e003
Max Score.....801530dcffff
801530de00ff

SPACE INVADERS

P1 Max Score.....d00ef6cc0000
800ef6ccffff
P1 Infinite Lives.....800ef6c8ff63
P1 Invisibility.....800ef6c0004a
P2 Max Score.....d00ef7980000
800ef798ffff
P2 Infinite Lives.....800ef794ff63
P2 Invisibility.....800ef78c004a
Add A Life (Both Players).....8005db300001
Infinite Lives (Both Players).....8005db3a2400
Infinite Continue Time.....8003df362400

STAR WARS: EPISODE 1

Blaster Obi Wan.....800b84a803e7
Blaster Panaka.....800b854003e7
Blaster Queen.....800b858c03e7
Blaster Qui-Gon.....800b84f403e7
Droid Stunner Obi Wan.....800b84c40001
Droid Stunner Panaka.....800b855c0001
Droid Stunner Queen.....800b85a80001
Droid Stunner Qui-Gon.....800b85100001
Flash Grenades Obi Wan.....800b84bc03e7
Flash Grenades Panaka.....800b855403e7
Flash Grenades Queen.....800b85a003e7
Flash Grenades Qui-Gon.....800b850803e7
Gungan Energy Balls Obi Wan.....800b84b803e7
Gungan Energy Balls Panaka.....800b855003e7
Gungan Energy Balls Queen.....800b859c03e7
Gungan Energy Balls Qui-Gon.....800b850403e7
Have All Items.....800b7b72ffff
800b7b74ffff
800b7b76ffff
Infinite Ammo.....8004e0362400
Infinite Health Obi Wan.....800b84900064
Infinite Health Panaka.....800b85280064
Infinite Health Queen.....800b85740064
Infinite Health Qui-Gon.....800b84dc0064
Invincibility.....800b69440001
Light Repeating Blaster Obi Wan.....800b84ac03e7
Light Repeating Blaster Panaka.....800b854403e7
Light Repeating Blaster Queen.....800b859003e7
Light Repeating Blaster Qui-Gon.....800b84f803e7
Light Saber Obi Wan.....800b84a40001
Light Saber Panaka.....800b853c0001
Light Saber Queen.....800b85880001
Light Saber Qui-Gon.....800b84f00001
Max Force.....800b829c1000
Naboo Blaster Obi Wan.....800b84cc03e7
Naboo Blaster Panaka.....800b856403e7
Naboo Blaster Queen.....800b85b003e7
Naboo Blaster Qui-Gon.....800b851803e7
Press [Select] At Title Screen
for Cheat Menu.....d00862680100
800b3a500004
Proton Missile Launcher Obi Wan.....800b84b003e7
Proton Missile Launcher Panaka.....800b854803e7
Proton Missile Launcher Queen.....800b859403e7
Proton Missile Launcher Qui-Gon.....800b84fc03e7
R-65 Heavy Blaster Obi Wan.....800b84c803e7
R-65 Heavy Blaster Panaka.....800b856003e7
R-65 Heavy Blaster Queen.....800b85ac03e7
R-65 Heavy Blaster Qui-Gon.....800b851403e7
Stop Game Timer.....800b40960000
Thermal Detonators Obi Wan.....800b84b403e7
Thermal Detonators Panaka.....800b854c03e7
Thermal Detonators Queen.....800b859803e7
Thermal Detonators Qui-Gon.....800b850003e7

TONY HAWK'S PRO SKATER

Have All Tapes Tony Hawk.....800a684c0032
800a68501f1f
800a6852201f
800a68541f1f
800a68561f20
800a68580020
Have All Tapes Bob Burnquist.....800a685a0032
800a685e1f1f
800a6860201f
800a68621f1f
800a68641f20
800a68660020
Have All Tapes Geoff Rowley.....800a68680032
800a686c1f1f
800a686e201f
800a68701f1f
800a68721f20
800a68740020
Have All Tapes Bucky Lasek.....800a68760032
800a687a1f1f
800a687c201f
800a687e1f1f
800a68801f20
800a68820020
Have All Tapes Chad Muska.....800a68840032
800a68881f1f
800a688a201f
800a688c1f1f
800a688e1f20
800a68900020
Have All Tapes Kareem Campbell.....800a68920032
800a68961f1f
800a6898201f
800a689a1f1f
800a689c1f20
800a689e0020
Have All Tapes Andrew Reynolds.....800a68a00032
800a68a41f1f
800a68a6201f
800a68a81f1f
800a68aa1f20
800a68ac0020
Have All Tapes Rune Glifberg.....800a68ae0032
800a68b21f1f
800a68b4201f
800a68b61f1f
800a68b81f20
800a68ba0020
Have All Tapes Jamie Thomas.....800a68bc0032
800a68c01f1f
800a68c2201f
800a68c41f1f
800a68c61f20
800a68c80020
Have All Tapes Elissa Steamer.....800a68ca0032
800a68ce1f1f
800a68d0201f
800a68d21f1f
800a68d41f20
800a68d60020
Have All Tapes Officer Dick.....800a68d80032
800a68dc1f1f
800a68de201f
800a68e01f1f
800a68e21f20
800a68e40020

WCW MAYHEM

Call-In Full Strength.....d008ab3c0001
800f9dc00575
Call-In Low Strength.....d008ab3c0001
800f9dc00000
Left Player Full Meter.....d008ab3c0001
800f9a82005d
d008ab3c0001
800f9a84005c
Left Player Full Strength.....d008ab3c0001
800f9a800575
Left Player Instant Win.....d009e9880001
800f9bf00001
d009e9880001
800f9bf40200
Left Player Low Strength.....d008ab3c0001
800f9a800000
Max Aerial.....d009f7380002
801931840009
Max Brawling.....d009f7380002
8019aa740009
Max Dirtiness.....d009f7380002
8019d2c40009
Max Impact.....d009f7380002
8018b8940009
Max Mat Ability.....d009f7380002
801959d40009
Max Quickness.....d009f7380002
801909340009
Max Speed.....d009f7380002
8018e0e40009
Max Strength.....d009f7380002
801868240009
Max Submission.....d009f7380002
801982240009
Right Player Full Meter.....d008ab3c0001
800f9a820000
d008ab3c0001
800f9a840000
Right Player Full Strength.....d008ab3c0001
800f9c200575
d008ab3c0001
Right Player Low Strength.....800f9c200000
Unlock All Wrestlers.....8009add8ffff
8009addaffff

YOU DON'T KNOW JACK

Infinite Time.....d00919f40200
800919f4023a
Max Score Player 1.....800ab440967f
800ab4420098
Max Score Player 2.....800ab448967f
800ab44a0098
Max Score Player 3.....800ab450967f
800ab4520098
Player 1 Can Always Screw.....800ab4440001
Player 2 Can Always Screw.....800ab44c0001
Player 3 Can Always Screw.....800ab4540001

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LETTERS

welcome to the premier forum for playstation fans, where we dig into today's hottest issues

Drop us a line at PSM Letters, care of Imagine Media, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, you can reach us at psm@imaginemedia.com.

▲ Here's the jaunty, juiced-up PSM staff celebrating the New Year (No, not the millennium; that's next year...). See, we knew about stocking up on "liquids" before Y2K hit!

While reading about the PS2 in your October issue, I started to wonder about PS2 and modem-related issues. I came up with some questions that I'm hoping you can answer!

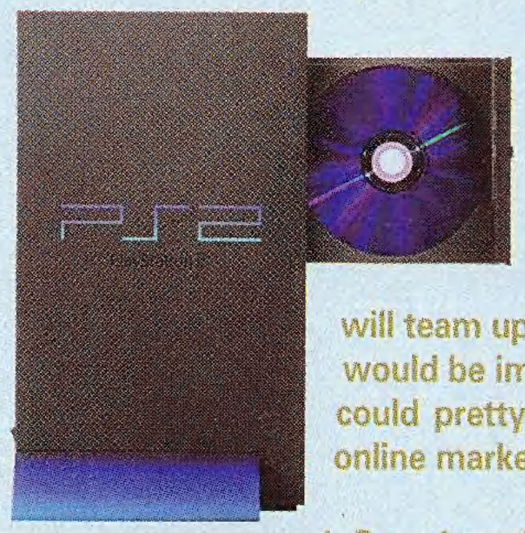
1. What I think PS fans would really want (besides being able to play on-line), is the ability to exchange memory card saves and scores. Are plans being made for the PS2 to have these capabilities?

2. Would it be possible for PS2s to get viruses if they had on-line service?

3. Is Sony going to create its own service for the PS2, or will it work with other on-line companies (i.e. AOL, Hotmail)?

4. What would really "turn off" (no pun intended) PS2 owners is if Sony made on-line gamers pay an exorbitant monthly rate. I understand that Sony probably couldn't have on-line gaming for free, but what would be a realistic price, in your opinion, for Sony to charge?

Lobsterman
lbstr@juno.com



STEVE: It's cool that you are thinking about the PS2 quite a bit, Lobsterman, but don't let it run your life like it does ours. I find myself thinking about the PS2 constantly, and I can't wait to fly to Japan, come March 4th, to pick one up.

1. Little is known about Sony's online plans. In fact, we think that even Sony is not sure of what it's doing. Hopefully, gamers will be able to exchange memory card saves and scores with each other. It wouldn't be very hard to implement, so we would be surprised if Sony hasn't thought about it. I'm sure the company has plenty of surprises still up its sleeve.

2. Since there is no real writeable aspect of the PlayStation, like a hard drive or disk drive yet, there is no place for a virus to manifest itself. So, no, there is currently no way for the PS2 to get a computer virus.

3. Sony will have its own online network and will probably partner-up with a current internet service provider in order to provide gamers with a lot of access numbers. Quite recently, America Online announced that it was going to become a major player in the future console online market. So, there's a chance that AOL will team up with Sony, which would be impressive. The two could pretty much corner the online market.

4. Sony is well aware that most gamers can't or won't spend lots of money each month to play online games. I'm sure that the price will be quite low... maybe around $5-$10 a month. They may even go a different route and not charge gamers anything as long as they use a specific internet service provider.

Let me start off my saying you guys have a real nice mag. I personally enjoy reading it every month. This is also the first time I ever wrote any magazine in all the years of playing games (29 yrs old).

I wanted to touch on a subject that is filled with speculation and rumors. I do not trust the big wigs at Sony for their honest opinions on this matter. The subject is game convertors for the PSX system. While I know modding a system is now illegal under the new Digital Millennium law, the use of a convertor to play import games is not mentioned in there anywhere. I have read some of your letters about this subject, so I know I am not the only one out there wondering what the deal is with convertors. Us true-diehard gamers have been playing import games when PC Engine, Mega Drive, and Super Famicom were the hottest games out there. Now we are hearing "NO, you cannot mod a system to play imports" or "NO, you cannot buy a convertor to play imports... What the hell is a Game Shark? If you enter the right codes, you can play import games.

My point in this e-mail is to find out what the real deal is about these convertors. Is it legal to sell, buy, and use items like the Game Enhancer, Pro Action Replay, Game Blaster? There are so many different ones out there, most of which you have to buy from overseas. I know

LINK-UP

Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite genre, your current fave games, and your age. Send it to PSM Link-Up, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or you can e-mail us at psm@imaginemedia.com.

▲ Mark Michon, age 14
Squall2ooo@aol.com
Favorite Genres: RPG, Action
Favorite Games: *Final Fantasy VIII, Xenogears, Ehrgeiz, Final Fantasy VII, Monster Rancher*
Quote: Life without games?..... Ya right.

▲ Jeffrey Howdeshell, age 14
Smackdownhotel1985@aol.com
Favorite Genres: Wrestling, Survival Horror, Action, Racing
Favorite Games: *WWF Attitude, Resident Evil 2, Metal Gear Solid, Duke Nukem: Time To Kill, Driver, Syphon Filter*
Quote: Know Your Role and shut yer mouth!

▲ Sandman, age 18
somewheredark@hotmail.com
Favorite Genres: Fighting, RPG, Drinking
Favorite Games: *FF8, SFA3, SF vs. X-MEN, Soulblade, Tekken 3, FF7, Strip Poker*
Quote: If there was no Failure, there could be no Redemption.

▲ Sakura, Age 16
Sakura_2000@hotmail.com
Favorite Genres: RPG fighting
Favorite Games: *FF7, FF8, Xenogears, Tekken 3*
Quote: ahhhh, I'm a girl that plays video games, run for it!

▲ Jordan Hagaman, age 18
463 Willowbrook Rd.
Apollo, PA 15613
Favorite Genres: All, especially RPGs
Favorite Games: *FF7, FF8, SFA3, MGS, Cool Boarders 3*

▲ Joseph Burkett, age 16
5800 Lisa ct.
Bakersfield, CA 93304
Favorite Genres: All

(Continued on pg. 140)

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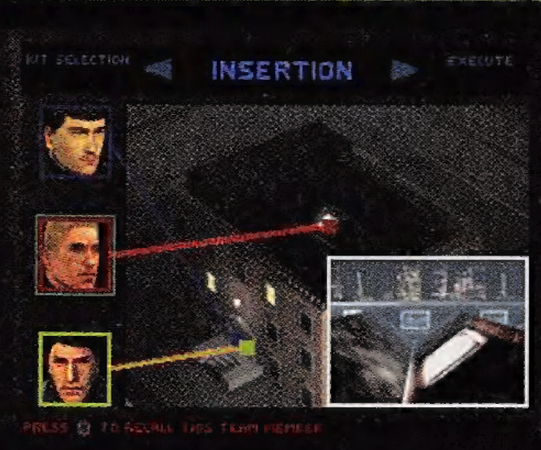

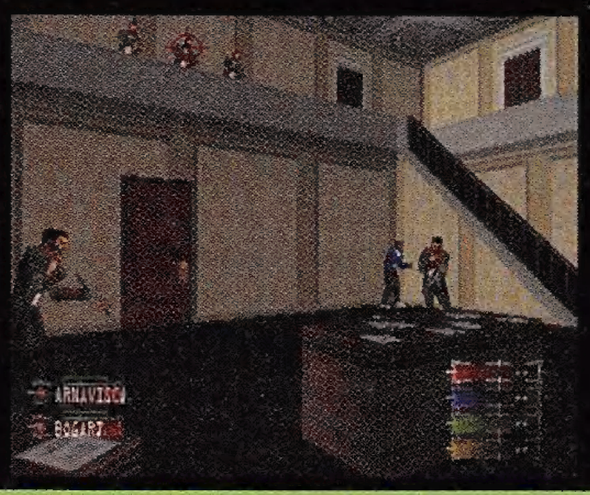

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Pause

Each month, we put the controller down for a moment to focus on a different aspect of PlayStation gaming. We invite debate, so please drop us your opinion on this month's topic at PSM PAUSE, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or, you can e-mail us at psm@imaginemedia.com (just be sure to put "Pause" as the subject heading). We will run the best of your responses here in this section.

Illustration: Ryan Kinnaird

This Month's Topic:

What Do You Want To See In The Year 2000?

This month, I want to know what you guys would most like to see in the coming year—It could pertain to any aspect of videogames. For example, maybe you want RPGs with fewer battles, games the make use of voice recognition features, or fighting games that you can play online. It could be anything, really—just something that you think would be really cool to see. Try to site specific examples, and stay away from examples that are too vague or generic, such as "I want to see something new".

As always, I'll print your most interesting responses right here on this very page—just drop me an email at address listed above. Please try to be brief, as we aim to fit in as many letters as we can in such a limited space. And hey, for once and for all, please include your name! If you don't want your email address printed, just let me know.

> "I Want To Know What You Guys Want To See..."

Thanks—I can't wait to hear what you guys have to say!

► Chris Slate

Pause Feedback: November PS2: What Do You Think?

Here are your responses to our Pause topic for issue 27 (November, 1999). It was tough trimming down the tremendous amount of letters we received to the few that follow, so we tried to pick ones that took a slightly different angle to the subject. Now let's see what you had to say...

My first impression of the PS2 was "hey, that looks like that 'state-of-the-art' CD player my father bought way back in 1986". What was Sony thinking? Okay, so the thing can play DVD movies, this is a definite plus—but what hurts the new system more than anything has to be the lack of four controller ports. Why did Sony not follow the crowd on this one? Enough complaints though, in my opinion it's the games that count, and it looks like Sony's got 'em. Wait, one more thing—what about that price? $300? That has to go.

Andy Schook
ender@teleport.com

The design is absolutely beautiful, and the way it can be laid on its bottom, or stood like a tower is an ingenious idea! When I first heard that price may be $300, I told myself that I'd have to wait to get it. But then I read that it will play DVD movies, I told myself that I'd be the first American to own one!

Brad Burt
Buduski84@aol.com

I personally like the colors of it. I think the design was a smart move, it doesn't look like anything out there. It is original and stylish. I am glad they got a new Memory Card, but why is it gray and not black? I am disappointed to see the power button in the back, though. Putting in a DVD player could be the best part — I can't wait!

Chris Surak
Mtlcadyeve@aol.com

The PS2 is awesome, yes, but the general design looks like a cross between a car stereo amp, a network hub, and my truck's fuel injection computer. The whole design is...blah. In an age where you can now get your computer to come in a matching color or a very stylistic design, what were they thinking?

ShadrachVS
ShadrachVS@aol.com

I was surprised to hear that the 8MB Memory Card is going to be included in the package. I'm just hoping that the PS2 doesn't become a playground for remakes of old classics.

Gary Dodd
Person0008@aol.com

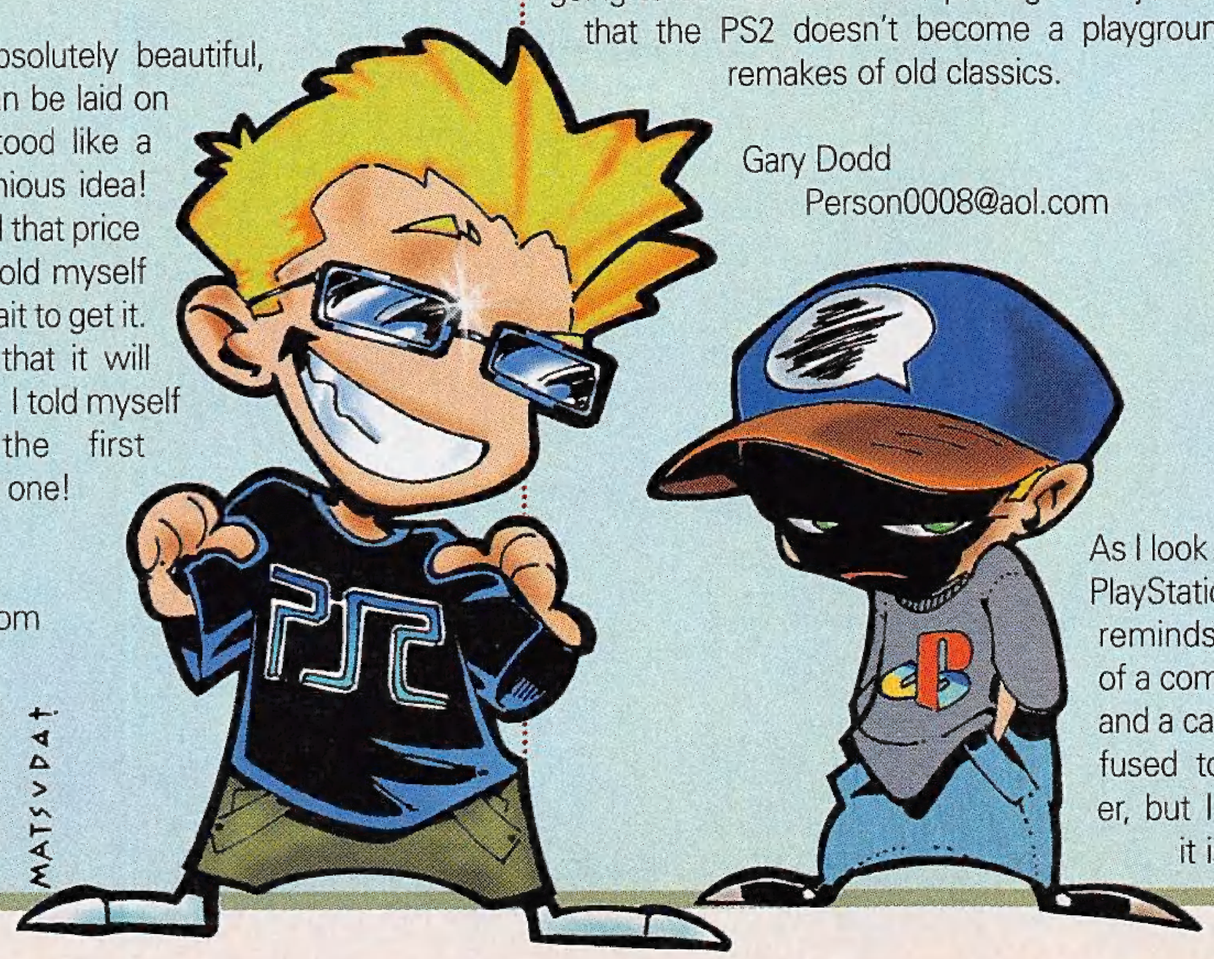


Illustration: Jeff Matsuda

As I look at the PlayStation2, it reminds me of a computer and a car amp fused together, but I think it is cool how you can stand it up on its side—it reminds me of what my PlayStation looks like now (having to turn it on its side). The only problems I have with it is that it only has two controller ports, and I don't like having the Power Button on the back. The price of the system is also a little steep, and I wish the DVD player could be some sort of add-on, so that the system would be cheaper. Overall, it looks like the PS2 will definitely be the system with the better graphics, but the gameplay that will decide its fate.

Trey Jenkins
genraven@yahoo.com

The first thing that surprised me about the new PS2 is that it was black. I mean, it's just such a dreary color... You can be sitting there happy playing a game, and look over at the system and it looks like coal black death (kind of depressing). I'm also disappointed that there is no modem. I'm sure that once Sega gets their network up, the DC's gonna be a blast. But I also think that the DVD ability may even things out.

Thomas Williams
sonic62@zoomnet.net

I was very impressed with the way the new PlayStation looks. It's a sleek, high-tech looking machine. I think the colors are cool, too. My only concern is the front loading CD tray. On the old PlayStation there isn't much that can go wrong with the top loading lid, but after dozens of uses on the new PlayStation, will the mechanism hold up?

(no name given)
Caktes@aol.com

When I first saw the PS2, I was shocked that Sony put in two controller ports instead of four. So what if it adds $20 to the price?

Adam Au
Dak148@aol.com

When I first saw how the PS2 looks in your mag, I was kinda dissatisfied. I would think Sony and the VAIO guys could do a better job at designing a new console. I guess the power beneath is more important then the shell, but you'd think it wouldn't look so dorky (if I wanted something that looked like a computer, I'd buy a computer).

His Holiness
his-holiness@mail-city.com

► **CHRIS: Your opinions on the system's appearance are split straight down the middle. Sony wanted to design it as different as possible, so that people other than gamers would take it seriously. As for the number of controller ports, I agree with you guys — Sony should've gone with four. Sony has announced that a newer, improved MultiTap will be available, so there's no real need to worry.**

(Continued from pg. 136)
you guys have the power to dig this info up and that is why I am writing you.
I hope you are able to clear this up once and for all.

True Gamer 4 Ever
Playthegames1@aol.com

▲ **Busted by the PlayStation Mod Squad once again!**

►NOAH: First of all, it is not illegal to modify your PlayStation. You bought it, you can do whatever you want to with it. Let me repeat, you can do whatever you want with your PlayStation! That whole Sony Police cartoon from several issues ago was a joke. Of course, Sony doesn't want you to play import games, but they can't stop you. The only thing that will get you arrested is the illegal duplicating and distributing of PlayStation games. You probably won't even get in trouble for buying and playing illegal software. As for game convertors and other GameShark type devices, they are perfectly legal in every way , although Sony has launched a countermeasure attack by eliminating the Parallel I/O port on the back of the PlayStation where these devices normally attach.

I have a couple of questions for Max about the PS2 and other stuff. I hope he can answer them:

1. Is there any way that I will be able to order the PS2 early?

2. Was the PS2 everything you expect-

dino vs evil

Hello guys! I just have a few things to ask you.

1. Is *Marvel vs. Capcom* coming out for Playstation or Playstation 2? Will it have the tag team moves?

2. Which game do you like better and why? *Dino Crisis* or *Resident Evil 3: Nemesis?* I think *Dino Crisis* is better because it has gigantic dinosaurs and it looks scary.

3. In your reviews section, I think you should put a part on each game that tells how long it takes to complete that game. I want to know the length of each game. I am looking for a good, long game.

Tony Phan
tonyphant@yahoo.com

►STEVE: Hello, Tony. I have a few questions to answer.

1. There is a version of *Marvel vs. Capcom* being developed for the PlayStation, but it won't fully feature the tag-team feature, just like the other two versus games didn't. The only way you can play with a tag-team is if you and your opponent choose the exact same characters to play as. Then, you can switch characters during the battles. That's the only way, though. Capcom has yet to say if it plans to bring the game to the U.S.

2. Both games are very good, and I would suggest getting both of them if you have the money to do so. If you can only get one, I would go for *Dino Crisis*. It provides a bit more innovation and a few different styles of gameplay. Plus, dinosaurs move a hell of a lot faster than zombies do.

3. That's an interesting idea. We will consider adding something like that when we finally get a chance to revamp the magazine.

▼ **Dinos and the Undead... Could it get any worse for our heroines?**

Illustrations: Ryan Kinnaird

Favorite Games: *FFVII, Vigilante 8, Tomb Raider 1-2, Einhander, Gran Turismo, Resident Evil 2, Crash Bandicoot 2*

▲ Jolyn,age 13
cqydgirl@hotmail.com
Favorite Genres: RPG & Puzzle
Favorite Games: *FFIII-VII, PuzzleFighter 2, Breath of Fire 3, Parasite Eve, Chrono Trigger, Sukoden, Puzzle Bubble1-3*
Quote: Games from Square are like manna from heaven.

▲ Johnathen Ellison, age 18
ellison007@hotmail.com
Favorite Genres: All
Favorite Games: *Resident Evil 2, Tekken 3, WWF Warzone, X-men Vs. Street Fighter, and Marvel Superheroes.*
Quote: You don't want none of this.

▲ Andrew Sands
irish@mhtc.net
Favorite Genres: RPGs, Strategy, Adventure, Racing
Favorite Games: *FFVII, Tomb Raider 1-2, Jet Moto 1-2, Twisted Metal 1-2, Cool Borders 2, Test Drive 4, Any good Street Fighter game, and 2Xtreme*
Quote: Target the main generator, maximum firepower!

▲ Matt Koyounian, age:13
jokoyoun@julian.uwo.ca
London, Ontario n5v-4v3
Favorite Genres: All
Favorite Games: *Metal Gear Solid, Resident Evil 2, Grand Turismo, Cool Boarders 2 and 3, Vigilante 8 and Rebel Assault II*

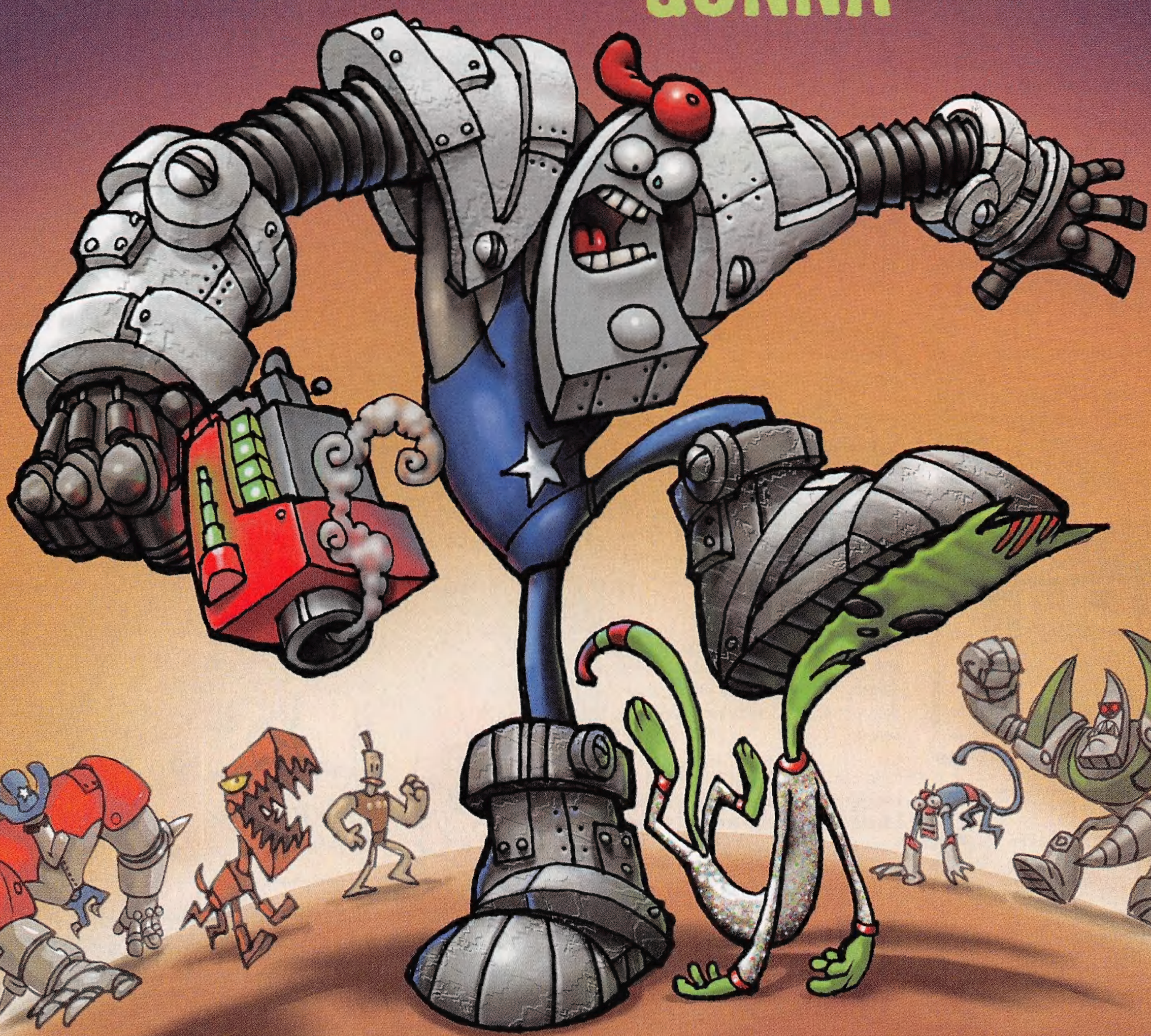
▲ Jared Bredehoeft
3744 Thorngrove Dr.
Kingsport, TN 37660
Favorite Genres: All but Sports, mostly RPG though
Favorite Games: *Wipeout XL, Resident Evil, Suikoden, Bushido Blade, Xenogears, Monster Rancher, and FFVII*
Quote: "Bow to me and you shall be spared in the revolution"

▲ Jeff Tennant, age 12
JeFT15000@netscape.net
Favorite Genres: Fighting, action, shooter, adventure, RPG

(Continued on pg. 142)

BOOMBOTS™

WHEN CAT ALIENS LAND ON EARTH, THE FUR IS GONNA FLY.



Cat aliens have taken over the Earth. Boombots are here to stop them. Command 15 Boombots through 15 far-out arenas of real time 3-D fighting action!

DREAMWORKS INTERACTIVE

the Neverhood

PlayStation

TEEN T CONTENT RATED BY ESRB

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ed it to be? What would you have changed about it if you could have changed one thing?

3. I know that there is a *Resident Evil* movie and *Final Fantasy* movie coming out soon, but I have also heard rumors about a *Doom* movie; is that true? Who do you think could play the lead role? What other games would make great movies?

4. Do any of you guys like Flaming Hot Cheetos?

5. I see that in every issue that you have a lot of great fan art. Is there any way you guys could archive the art online so that readers can download them?

Jaime Echerivel
Carlsbad, New Mexico

MAX: Hey there Jaime. Let's see if I can help you out a bit here:

1. There will be several ways you can order a PS2 early, yes, but you'll have to be ready to pay a premium for the service. Web sites like http://www.tronixweb.com/ should be able to take your order, or you could contact any import store right here in the US. Just beware of anyone actually offering the machine right now - they're fake, and they're trying to trick you!

▲ **The Tronix website features lots of information on import games.**

2. That's a great question. It's pretty much what we expected it to be, but I'd like to have seen more immediate

▲ **Is Catherine Zeta-Jones due to portray Lara Croft in a *Tomb Raider* movie?**

provision for Internet connectivity. Mass-market broadband is a great goal ,but it's a long, long way off.

3. Ah, let's see. I'd have to go with Arnie for the lead in a *Doom* movie, but it's not the sort of game that lends itself to a strong lead: there's no real focus on identifiable main characters, unlike *Tomb Raider, FF* or *Resident Evil*. I'm not a great fan of movies made from games, but a game I'm playing a lot right now - *Gallerians* - looks like it'd make a pretty good movie.

4. Hey, I'm from Britain: I don't even understand the question! It sounds like a terrible disease.

5. This is a great idea and when we expand our online presence, I'll be sure to suggest it for you. You wouldn't like to attend the meetings instead of me, would you?

As many of you already know, you are able to use the PocketStation in *Final Fantasy VIII*. And due to the indefinite delays on the PocketStation, I was wondering:

1. Is the Pocket Station going to be released in the US any time soon? It is obviously a good idea and it would sell more than those stupid Furbies.

2. Is the Japanese PocketStation com-

singing the blues

Wow! You guys are actually reading this! Thanks for your time. You guys have a great mag, and I'd like to compliment ya all. Now for some questions.

1. OK, first one goes to Max. Hey Max, I've been wanting to learn Japanese for quite some time and my High school doesn't have a class that teaches Japanese. I was just wondering where you learned to speak it. Also, how long did it take you to learn it well? I heard it's one of the hardest languages to learn.

2. This is about your anniversary issue last year. I think you guys did a great job with that. I loved the top twenty-five games of all time, and I based a lot of purchases on that. I was wondering why you didn't do one this year? You didn't even mention the anniversary this year. By the way, I still have the lid sticker on my PS.

3. This one is about work and play. I know your jobs aren't all fun and games (you can all still hope though, heh); you have to work a little in there, too. I was wondering how much work, and how much video game playing you guys do a day?

4. And finally...How come Chibi doesn't answer letters anymore?

Brian "Bluesman" Steinbach
Bluesmanb@yahoo.com

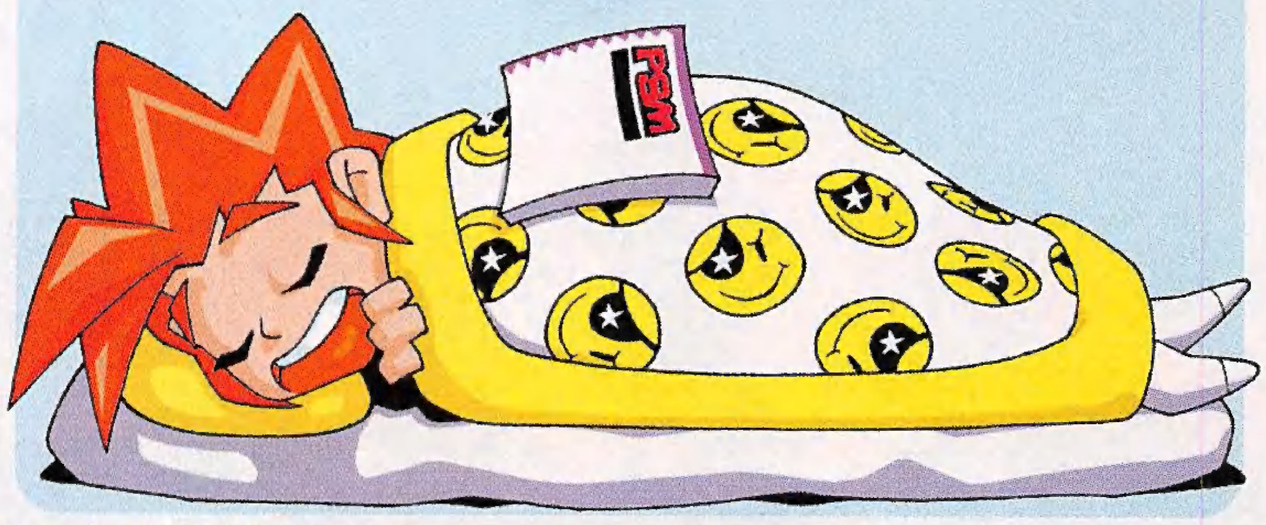
MAX: Hey Bluesman, it's a relief to hear from someone with a realistic view of learning the language! Let's see about some answers:

1. I teach myself, mainly, from text books, the TV, magazines and whatever I could find! Since I was living in Japan, it was easy to put what I learned to the test, and my wife is Japanese too, so I try not to speak English when we talk together. So far, I've been studying for about two years, but to be truly fluent can take a lifetime. But don't be discouraged! It's relatively easy to pick up the basics and attitude is everything!

2. Sorry about that! We decided against doing another top 25 list - the games scene changes so quickly and it seemed sensible to make it more immediately relevant to you. So we're working on producing a list of the 10 best games of 1999 right now, and I hope you enjoy seeing that in the January issue: let us know what you think.

3. It varies for each of us on the PSM team, but personally I suppose I spend about 30% of my time at work playing the games and the rest writing, meeting PR folk, researching, and so on. And brushing up the Japanese! We all actually take our work home with us most nights and carry on playing the games at home.

4. You got me there. No idea. Hang on, I'll ask Chris... right, Chris says it's because no-one's really written any letters to Chibi-chan recently. So there's your cue. Send in your letters!



Favorite Games: *Mega Man Ledgends, MGS, Syphon Filter, FFVII & VIII, All wrestling games, Tekken 1,2,3, and Tag Tournament*, basically anything.
Quote: "Hi!"

▲ Brandon Hill, Age 15
ShawnMichaels__@webtv.net
Elmira, NY
Favorite Genres: Action, Adventure, RPG
Favorite Games: *RE1, RE2, FF7, Metal Gear Solid, WWF Attitude.*
Quote: "If we shall fail then let this be our last and Final Fantasy."

▲ Evan J. Lahti, Age: ?
868 Edgewood Drive
Highland MI, 48356
Favorite Genres: RPG's, Squaresoft, Konami, and Sony-made games
Favorite Games: *FF Tactics-FF8, Parasite Eve, Ape Escape, Tony Hawk, Driver, MGS*
Quote: "Right, touch that wire, and the C4 will blow up along with the old man..."

▲ Adam Alvarez, age 16
hxcwooki@bellsouth.net
Favorite Genres: RPGs, Fighting, Old Skool, Horror, Action
Favorite Games: *FF 4, 6, 8, Tactics, Xenogears, Marvel vs Capcom, Galaga, Alleyway, Resident Evil 1 and 2*

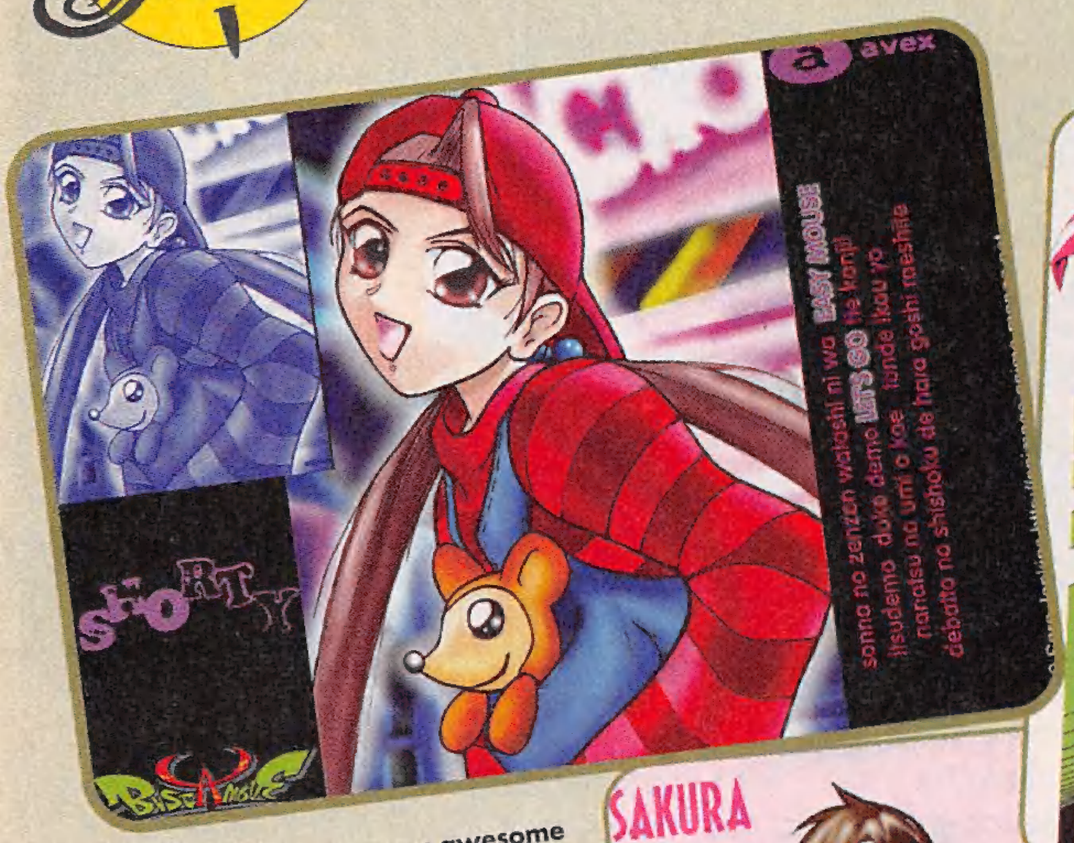
▲ Dylan Salvatore, age 13
dylanbs122@yahoo.com
Favorite Genres: what ever I'm interested at the time
Favorite Games: *Resident Evil D.C, Resident Evil 2, Metal Gear Solid, Dino Crisis Final Fantasy 7.*
Quote: Money makes the world go 'round

▲ Dave Adamson age 16
CLAYSOLDIER221@aol.com
Favorite Genres: RPG, Action/Adventure, Fighting
Favorite Games: *FF8, Suikoden II, WWF Attitude, Tekken 3, Xenogears, Tales of Destiny, Wild Arms, Tomb Raider Series, Resident Evil Series, Metal Gear Solid*

▲ Devin Carre, age 14
9 Park St.
Jacobus PA. 17407
Favorite Genres: Shooters, Action, Adventure, RPG's

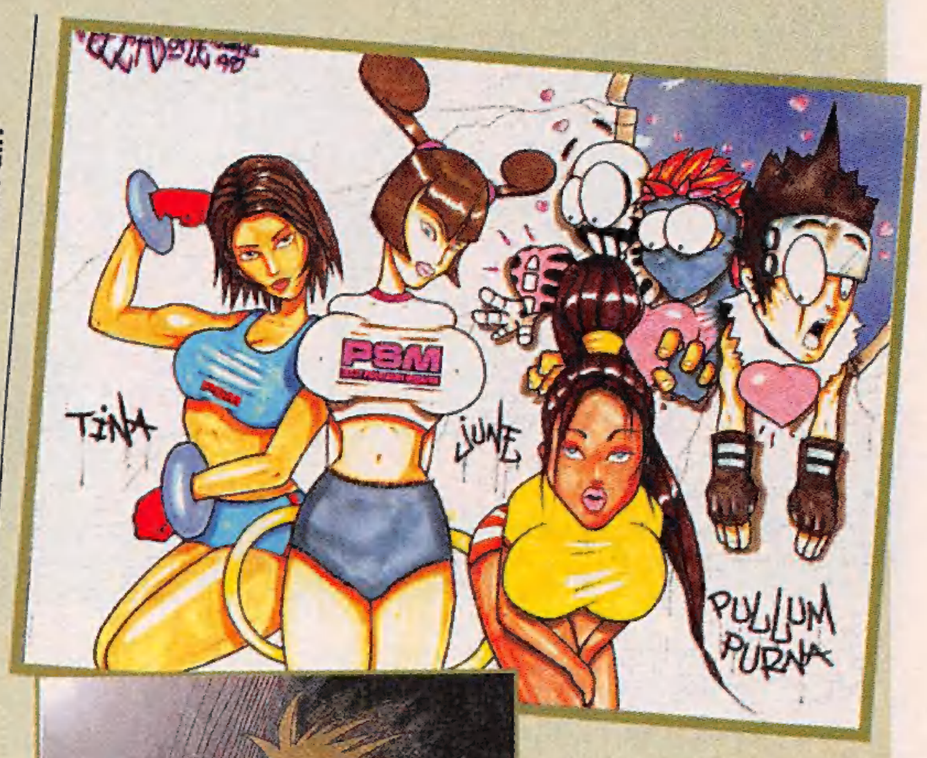
Fan Art

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, then by all means send us a copy! (We'll take originals too, but we won't be able to return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at **psm@imaginemedia.com**, and label the subject heading "Fan Art." Now get busy making that art!



▲ Bust-A-Groove has an awesome cast of characters, one of the best being Shorty. Thunder Empress Arshes captured her perfectly in this perfect illustation.

▲ Even a year after the release of *FFVII*, Aeris still remains one of the most popular RPG characters to draw. Mark Jardine does a great job of capturing her cuteness. Kawaii!



▼ Etch One gives his take on the videogame babes of today. Can you name them all?

▶ Sakura is easily one of PSM's most favorite *Street Fighter* characters, so we instantly loved this picture of her sent in by Padder.

◀ Gabriel Lamberty shows his love of *Metal Gear Solid* by creating this cool piece of Solid Snake artwork. The Genom soldier didn't even know what hit him.

patible with the American *FFVIII?*

3. If it is compatible, where could I get one of them?

4. Is the Pocket Station the same for Japan and America, Language wise? I thought maybe it depended on the game and not the programming?

Final Thought: I'm pissed off at the fact that the PocketStation isn't out now. In FFVIII, you use the PocketStation to raise Boko, a baby chocobo, into a kick ass GF. I would just wait, except for the fact that by the time PocketStation comes out, I will be playing a different game.

Derek Holzer
Ringoes, NJ

►CHRIS: Got those PocketStation blues, huh? Let's see what we can do about that...

1. NO! Well, actually, I don't know. But neither does Sony! I talked with Sony's Phil Harrison (see this month's Q&A), and he told me that PocketStation is still planned for a US release, but it's stayed on indefinite hold because the demand in Japan is still so strong, and they can't manufacture units fast enough. However, manufacturing problems or not, Sony may decide to hold off until they upgrade to a new 8MB PocketStation, possibly to launch with the PS2. But y'know, it's all just speculation right now—all we can do is wait and see. The only thing we do know for sure is that the PocketStation is a part of the PS2 worldwide plan.

2. Yep!

3. Try the online import shops. However, they're still hard to get hold of, even if you lived in Japan. You just gotta keep trying.

4. The PocketStation menus are in Japanese, but you can pretty much figure them out.

Dear Psm, I have a few questions and comments.

1. In issue 23, a person asked about a *Darkstalkers vs. Street Fighters* game. Steve said there is no such game, which is true. He also said that the only game that you could play *SF* characters vs. *Darkstalkers* is *Marvel vs. Capcom*, which isn't true. In *Pocket Fighters*, also by Capcom, you can be a lot of different *Darkstalkers* such as Morrigan, Tessa, and Felicia (sadly, none of the male *Darkstalkers)* vs. *SF* guys. Not to be critical, I just want to fix your mistake.

Favorite Games: *FFI, FF Mystic Quest, FFII, FF Tactics, FFVII, FFVIII, FF Anthology, Resident Evil 1&2, Tomb Raider 1&2, Legend of Legia, Xenogears, Star Ocean, and Syphon Filter.*
Quote: Kefka is not only insane, he has a great laugh to.

▲ Brian Heck age 15
RagnarokXS@hotmail.com
Favorite Genres: RPG, ne thing with Anime, fighting, action
Favorite Games: *All Final Fantasy's, Chrono Trigger, Tenchu, MGS, Marvel vs. Capcom, DBGT:Final Bout, DBZ:Legends, Rival Schools.*

▲ Alberto Alc·ntara aka Roshi Age 19
776 Vertiz Narvarte
Mexico City, Mexico
Favorite Genres: RPG, Adventure, monster breeding sims
Favorite Games: *Legend of Legaia, Monster Rancher, Driver*
Quote: Oh my god! They killed Aeris!

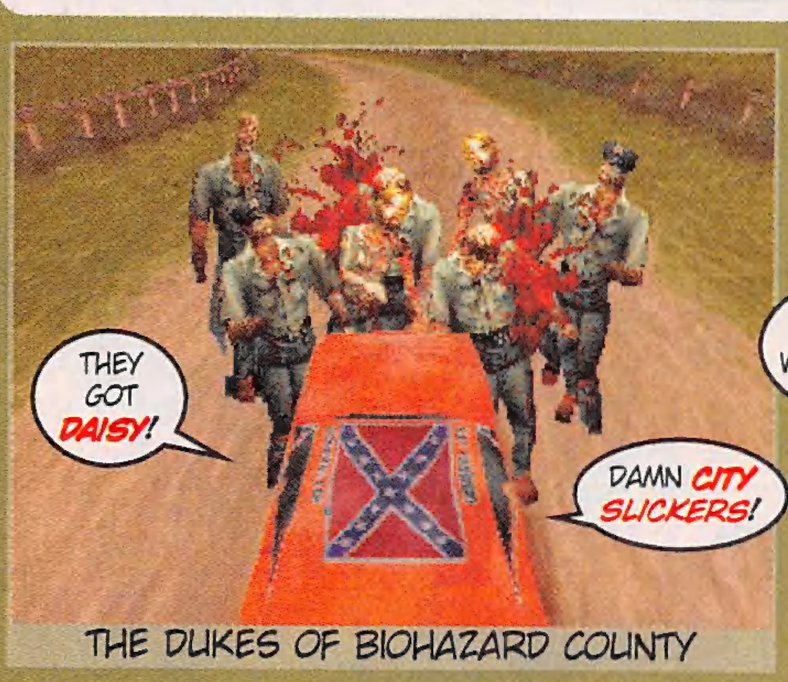
▲ Colt Doss Age 16
Sabu42@hotmail.com
Favorite Genres: RPG,Fighting,Sports
Favorite Games: *FFVII,WWF Attitude, Legend Of Legaia, Rival Schools, Road Rash 3D, Gran Turismo,Tekken 2 & 3,Tenchu, NHL98 & 99.*
Quote: The Playstation is not just the coolest, its not just the best, it's JUSTIN CREDIBLE.

▲ Carlos "C-Lo" Beltran, Age 22
4190 S.W. 138 Ave.
Miami, Florida 33175
Favorite Genres: Anime, Survival Horror, Action, Adventure, Simulation, Fighting
Favorite Games: *Metal Gear Solid, Castlevania: Symphony of The Night, Street Fighter Alpha 3, Legacy of Kain: Soul Reaver, Starwars: Rogue Squadron*

▲ Mike Lagreca, Age 15
Favorite Genres: Racing, Adventure, RPG's, Survival Horror.
Favorite Games: *FF3, FF7, Resident Evil 1 and 2, Tomb Raider, Tekken 1-3, Silent Hill, Parasite Eve, Twisted Metal 1-2.*

smart bomb

REJECTED RESIDENT EVIL GAME IDEAS



THE DUKES OF BIOHAZARD COUNTY

WU-TANG: LAST ESCAPE

RESIDENT EVIL RAW

2. Is there such a thing as a two player RPG, because I've never seen one, but I love playing co-op with my brother, and I love RPG's. If there is such a thing for American Playstation, could you give me some titles. (Rated K-A or E please, my mom doesn't like me getting Teen games, and I had to compromise for the ones I have. Thanks!)

3. Is there any chance at all that *Tekken* (what does that mean?) *Tag Team* will be on regular Playstation? If not, will Namco make any more *Tekken* games for Playstation 1?

4. Do you have any info on Square's new samurai game? I have *Brave Fencer Musashi*, and I love it.

5. Do you guys get paid for playing all those games?

Frank Spendley
f_kamakazi@hotmail.com

►STEVE: Ok, let's see if we can provide you with some useful answers to your questions.

1. Yeah, I forgot about *Pocket Fighters*. That's kind of embarrassing, especially since I used to love playing that game against Noah. I must be getting old or something. Wait a minute... I'M ONLY 25! I'll just blame it on stress. Yeah, that's it... stress.

2. Off hand, the only two-player RPG I can think of is *Seiken Densetsu: The Legend of Mana*, which has already been released in Japan. Square hints at a possible U.S. release during Summer of next year. Let's hope.

3. If I remember right, *Tekken* means Iron Fist or at least something close to that. *Tekken Tag Tournament* will not be appearing on the current PlayStation, but will be a launch title for the upcoming PlayStation 2. And it looks amazing. You probably saw some of the screenshots from it in last month's issue of PSM. As far as other *Tekken* games appearing on the current PlayStation, who knows? Maybe Namco has plans to create an updated version of *Tekken 3*, but I doubt it. We'll probably never see another Namco fighting game appear on the PS, but that's not too bad. The PS2 is less than one year away.

▲ You can also play both *Darkstalker* and *Street Fighter* characters in *Pocket Fighter*.

4. I'm not quite sure what Samurai game you are referring to, unless you are talking about *Bushido Blade 3* or a sequel to Musashi Square has not revealed any new information about either of these. I would love to see a new *Bushido Blade* released on the PS2.

5. Yeah, but don't tell anyone. If our secret gets out, there'll be hordes of gamers howling for our jobs.

Hola, Fellow Gamers! Have I got a story for you...My husband Nate and I were married because of the Playstation. Sounds crazy, right? Heck, our whole marriage seems to be based on gaming. A date and I went to a Nate's house (whom I'd never met). I was a waitress at a local all-nite coffeehouse, so I recognized him. I looked around and noticed a Playstation with games, and I said "Oh! You've got a Playstation! What games do you have?" Our (in)significant others were not happy after the third hour of this conversation. After that, he and I talked all the time. Swapped games, went out to coffee, etc. We fast became best friends. Once the four of us went on a double date to Gameworks in Seattle and he and I had so much fun. The last game we played that day was *House of the Dead*. I completely forgot that I wasn't there with Nate and I almost put my arms around him in front of his girlfriend! Not good.

Then, we wound up getting engaged. I got pregnant and spent a lot of time getting to really know all of the characters that make Playstation the best there is. At our Honeymoon, the TV had PlayStation games and controllers built right into it! It was so neat! Our Marriage was consummated by us playing some weird Japanese Golf game. I steal his PSMs and we read them together, plan what games we'll get, and now our 7 month old daughter tries to play with us.

Our One Year Anniversary is coming up on October 18th, 1999 and we are planning to have a 'Honeymoon II: The Sequel" Party, going to Gameworks and to the WOTC store we have here. We can't wait for *Diablo 2* to come out, and we hope you'll do a good cover for it! I love my husband dearly, for both his love for videogames and for being who he is. I Love You, Nate!

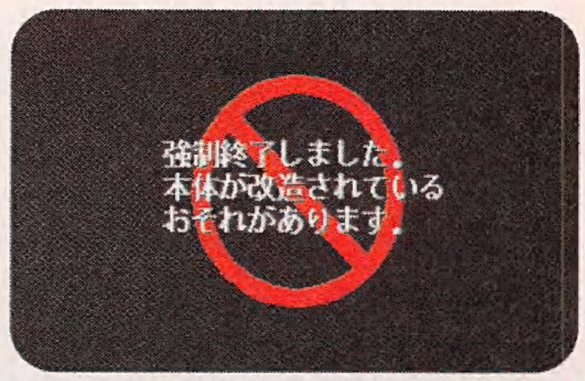
Ravenna
Kent, WA

►CHRIS: Sniff...What a story! It brought both tears and weird looks to my face. If your daughter ends up loving games as much as you guys, she'll have the coolest parents in school! Keep having fun, and thanks for reading!

Hey, I have a problem with *Dino Crisis*. When I first picked up the game I popped the *Resident Evil 3* demo in my Playstation. Everything was going fine. After the screen that said the game contained extreme violence, another screen came up with a red circle with a line through it and a few lines of Japanese text. I put in the *Dino Crisis* cd and the same thing happened. Now I don't know if the game is messed up or if its because I have a mod chip in my Playstation. Any help would be greatly appreciated.

Jason Kidwell
diskophreak@hotmail.com

If you see this screen, your mod chip is



way too old, baby!

►STEVE: If your mod chip is older than a few months, it will not work with *RE3* or *Dino Crisis* or any of the major upcoming Japanese titles. If you have a GameShark, then you can find codes online that will help you circumvent the new protection schemes. If not, then you will probably have to keep buying a new mod chip every six months order to be able to play the latest import games.

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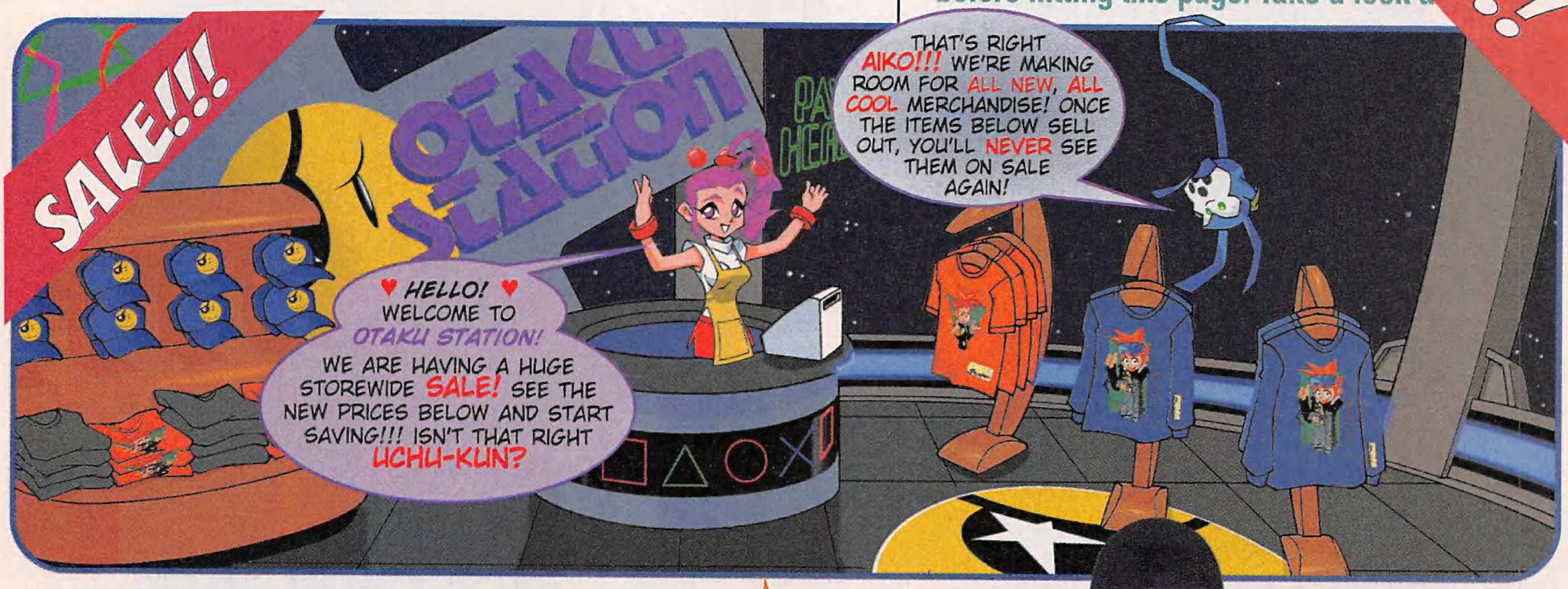

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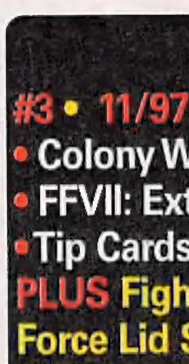

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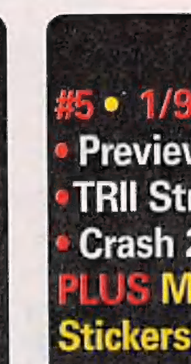

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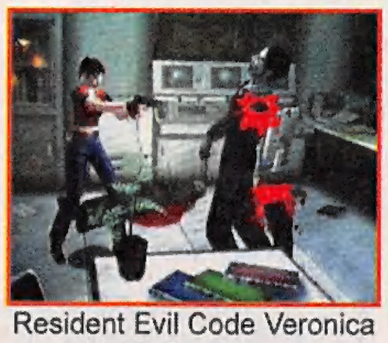

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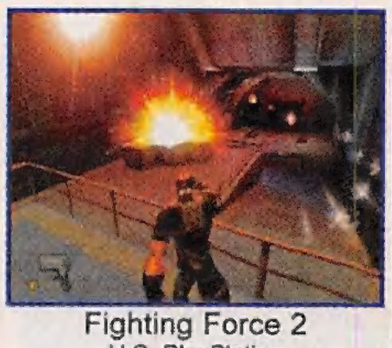

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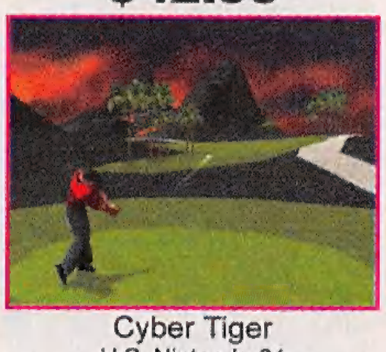

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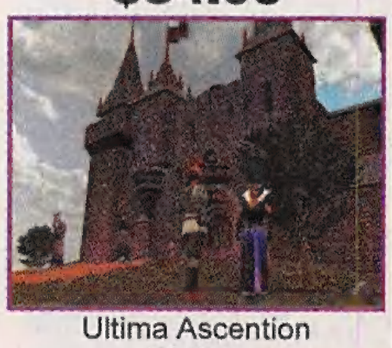

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WIN ALL THIS!

This month's prize package includes Dino Crisis watches from Capcom, Game Ice units, and a collection of Infogrames releases including Test Drive 6, Test Drive Offroad 3, Bugs Bunny: Lost In Time, Mission: Impossible, The Smurfs, Ballistic, and Test Drive watches.

Well, its a new year and our resolution is to put together the most amazing prize packages we can for our Top This challenge winners. This month we've got some super collectable, highly rare Dino Crisis watches from Capcom. You will definitely not find these in any store. That's just for starters, though. We've also got Game Ice units for each winner. This funny-looking fan attaches to the side of your PlayStation and keeps it cool through those long gaming sessions. We've also put together a package of the latest Infogrames releases including Test Drive 6, Test Drive Offroad 3, Bugs Bunny: Lost In Time, Mission: Impossible, The Smurfs and a huge favorite around the PSM office, the addictive puzzle game, Ballistic. Finally, we've acquired super rare Test Drive watches, which feature a checkered flag as the hour hand. The competition will be tough, so you're really going to have to put forth your best effort if you want to win. We don't accept video tapes and your photographs will not be returned. Be sure to write the name of the challenge you're entering on the envelope.

CHALLENGE #1:

V-Rally 2

TEN BONUS CARS

V-Rally is the best simulation of rally driving on the PlayStation and presents a formidable challenge at the higher levels. We're looking for the first person to provide a shot of the game progression screen (accessed via the 'Options' menu) with all ten bonus cars unlocked and on display. This is tough, so choose a good navigator and put the pedal to the metal!

CHALLENGE #2

Cool Boarders 4

BEST HALFPIPE SCORE

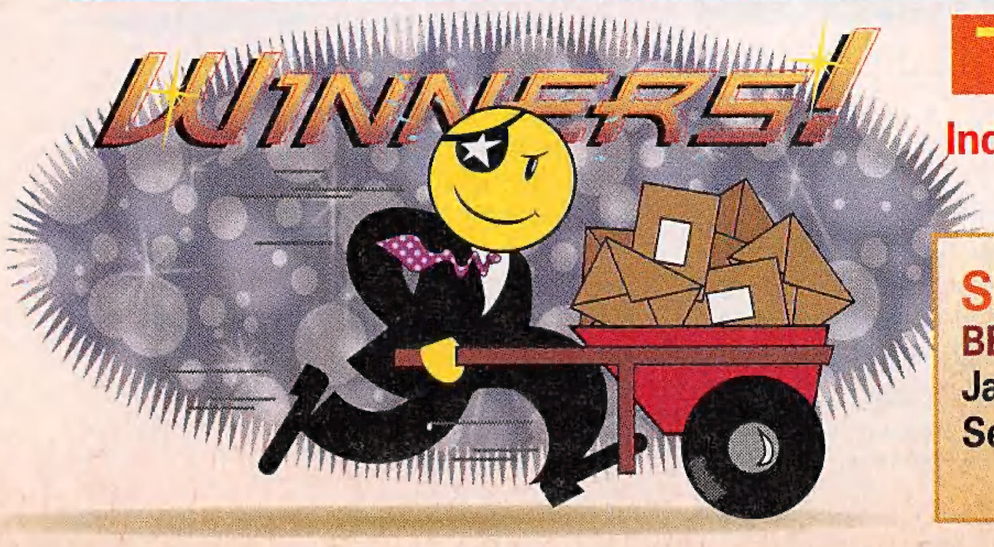
We want to see who has the best halfpipe skills. Using any character and any board, choose Single Event and start a session on the Vermont Halfpipe. Take a picture of the screen after your third run that shows your total score after dropping the lowest individual score. The boarder with the highest score will be our winner.

CHALLENGE #3:

Wu-Tang: Shaolin Style

UNLOCK ODB'S SECRET CHAMBERS

Our *Wu-Tang* challenge features the Big Baby Jesus. The main challenge in the game is to unlock each character's chambers. We want to see who can open all 36 of ODB's chambers the fastest. Take a picture of the OI Dirty Chamber screen with each chamber filled. To find this screen enter the Options screen and choose the Chambers/Secrets option.



These lucky winners from the October issue receive a complete library of Fox games including Croc, Croc 2, Die Hard Trilogy, Motorhead, N2O, Independence Day, Team Losi RC Racer, Fox Sports Golf and Fox Sports Soccer.

Sled Storm
BEST TIME
Jason Eaton
Sedona, AZ

Final Fantasy VIII
COLLECT ALL CARDS
Trevor Green
Algona, IA

Dino Crisis
INFINITE GRENADE AMMO
Damien Marsh
Fort Scott, KS

MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the playstation

Got some old games lying around just collecting dust? Maybe you've already tried the old "I got these by mistake for my birthday" excuse at every shop in town, but no one will trade them? Then get rid of 'em here, for free!

AD OF THE MONTH

JARED ALVARADO
jaredalvarado@hotmail.com
DESCRIPTION: I am looking for *Syphon Filter* I am willing to pay 30-45 I'm DESPERATE! I'll even trade two games for *Syphon Filter* I NEED THAT GAME! Write me with prices or trade offers.

Michael Jarreau
USMC8521@aol.com
Description: I'm looking for any *Dragonball* z/gt game I buy or trade The games i have are:*Colony Wars: Vengeance;Perfect Weapon; Test Drive 4; Mortal Kombat Trilogy; Twisted Metal 1; Maximum Force;Iron Man* and *X-O Man* in Heavy Metal; *Contender* demo; and a memory card with some good files. I'm desperate to get *Dragonball GT:Final Bout, Dragonball Z Legends* or *Dragonball Z Ultimate* battle 22. I'll trade all my games if I have to. I'll pay from $20-$55 for it.

Jacqson Collins
jacqsonc@yahoo.com
Description: I am selling my playstation of one year along with; two controllers, one memory card, *Test Drive Off-Road 2, NCAA March Madness 99, WWF In Your House, Twisted Metal, NBA Live 99, Die Hard Trilogy, Jet Moto, NFL Gameday 99, Resident Evil Director's Cut,* five demos, and about 20 magazines. Email me your bid.

Faraz Hussain
3386 Peppermill Dr, Apt 1D
West Lafayette, IN 47906
Description: I've got several games up for sale/trade. All games are in *mint* condition, and come with original jewel cases and instructions. *Brave Fencer Musashi* (w/ FF8 demo) ($27), *Colony Wars* ($22), *Final Fantasy VII* ($15), *Marvel Super Heroes vs. Street Fighter* ($25), *Persona* (Revelations) ($20), *Rival Schools* ($20), *Super Puzzle Fighter II Turbo* ($17), *Tekken 2* ($15). I'm interested in trading for: *Crash 3: Warped, Dino Crisis, Driver, Fear Factor, Gauntlet Legends, Legacy of Kain: Soul Reaver, Lunar:SSSC, MegaMan Legends, MegaMan X4, Metal Gear Solid, Pac Man 20th Anniversary, Pandemonium 2, Parasite Eve, Parappa, Resident Evil DC/DS, Resident Evil 3, Soul Blade, Star Ocean, Thousand Arms, Unjammer Lami, Wipeout 3, and/or Xenogears.*I have plenty of demo disks (*Bust-A-Groove, Kagero: Deception 2,* JamPacks, Playstation Undergrounds, etc.) that I'll throw in to even out trades. Please contact me if you're interested in any of my games, as all deals are negotiable.

Shawn Carrico
vespario@aol.com
Description: I have a mint-condition '*Gundam: The Battle Master*' import game (w/ booklet) and a '*Darkstalkers*' copy (w/o booklet) for TRADE. Will trade for: *Hermie Hopperhead, Silhouette Mirage, Darkstalkers 3, Star Ocean: 2nd Story, FF8, Xenogears,* or *Lunar: SSSC.* Game(s) must be in mint or near-mint condition with all original contents. I will NOT accept copies of games except for *Hermie Hopperhead.* Write me if interested.

Kyle Bustanoby
bustak3535@aol.com
Description: I am selling my Playstation, accessories, and games for $400-$500 OBO. The Playstation includes Stereo A/V cable, RFU adapter, AC power cord, and the gold psm smiley sticker on lid. Includes Multi-tap, Gun-con, Gameshark, Code Card (plays imports), Mad Kats steering wheel (non-vibration), and 2 memory cards. The games are 2 imports *Dragon Ball Z legends* and *Dragon Ball: Final Bout, WWF Attitude, Ridge Racer Type 4, Castlevania and Twisted Metal 2.*

John G.
Jonathan695@hotmail.com
Description: I'm willing to trade *Crash Bandicoot 3, Twisted Metal 3, Syphon Filter, MLB "99",* and *Metal Gear Solid* or MY SOUL to get *Bloody Roar 2* and *You Don't Know Jack.* My games are in perfect condition, yours must be too. E-mail me quickly with your deal, I'm willing to make a good deal for you.

Ben Rudolph
BenRudy@excite.com
Description: I am looking to sell a 4 controller adapter, 3 controllers, *Syphon Filter*($30), *Gameday 99* ($27), *MLB 99* ($27), *MLB 98* ($25), and 1 memory card. All prices are negotiable.

Niels Strazdins
coyoteskt7@hotmail.com
Description: Am willing to sell/trade for *Triple Play 99* ($20 canadian) *NHL 98* ($15 canadian) *Xenogears* in MINT condition ($35 canadian) and *Felony 11-79* ($12 canadian). I am interested in trading some or all of the above for *WWF Attitude* (PS), *Star Ocean 2nd Story, NFL Gameday 2000* or *NHL 99.*

Greg Bielawski
basiagreg@baxter.net
Description: I am looking to sell a used Playstation. I will include one Dual Shock Controller, 2 demo discs, and 5 PlayStation Underground cd magazines. My asking price is $100.00 canadian or $80 U.S. I am also looking to buy an imported PocketStation. E-mail me for information on either of these things.

Nathan Hurd
hurd05@aol.com
Description: I'm selling *Final Fantasy VII, Resident Evil 2, RE:Directors Cut, Colony Wars,Wild Arms, Suikoden, Triple Play 98 & 99, Wing Commander IV, Need For Speed II, Andretti Racing & Kings Field II* for ($15-30). All games are in great condition w/ cases and instruction booklets. If you buy all the games for $200 (Less than $17 each) I'll throw in a controller and a few demo disks. What the hell, I'll even throw in *NBA Live 97* or *Gameday 98* your choice. E-mail me if you're interested.

Chris Bolschevik
jedeva228@yahoo.com
Description: I am willing to sell or trade *Brave Fencer Musashi, Parasite Eve, Hot Shots Golf,* or *Grand Theft Auto.* I will consider all reasonable offers. All games are in mint condition, and include cases and instruction manuals. Pl ease send list of offers and/or games you are willing to trade.

Eric Zuarino
JrzeeGuy99@aol.com
Description: I am selling or trading *Dead In The Water* (in good condition) for at least $17. I would also trade it for *Tekken 3.* Shipping is free. If we trade, the shipping for *Tekken 3* must also be free, since I will pay for the shipping of *Dead In The Water. Tekken 3* must be in good condition (no skipping in its background music and no flaws, must play like new!!).

Raymond Stallworth
RayDawg9@webtv.net
Description: I am willing to sell *Xenogears* for $25, *Parasite Eve* for $25, *Mega Man Legends* for $15, a Game Gear for $30, *Final Fantasy 7* for $15, and a Jampack Summer '99 for $3. all games are in good condition. I am looking to trade or buy for *Triple Play 2000, Bloody Roar 2, Rollcage, or WWF Warzone.* Have to be in Good Condition.

Daniel Burgin
N2SPORTS21@aol.com
Description: I'm looking to sell the following games: *R.Evil2* ($25), *R.Evil* ($15), *Tomb Raider 2* with big strategy guide ($20), *Ape Escape* ($30), *Abes Exoddus* ($25), *FF7* ($15), *Theme Park* ($15), *Shipwreckers* ($15), cordless controllers ($15). All games are in good working condition. I could possibly make a trade too.

Nathan Bell
Com.kick@Juno.com
Description: I'm looking for *Jumping Flash 1&2.* The CDs must be in good condition, w/instruction booklets, but I don't care about the case's conditions. I'm willing to pay $15.00 for each game. Please contact me if you are willing to sell either of these games.

Kyle Messersmith
blakspidr2@aol.com
Description: I want to sell a Playstation console with all attachments, also I have a gameshark version 2.1, two cordless controllers, and also I am selling *Final Fantasy VII, Beyond the Beyond,* and *Space Griffon.* All with original case and instruction booklet except for gameshark, playstation has booklet only, and cordless controllers.

Justin Moell
810 Park Dr.
Wapakoneta, OH 45895
Description: I have for sale/trade *Vigilante 8, Die Hard Trilogy, Fade to Black,* and a colored (dark purple) 15 block memory card. I'm looking for *Intelligent Qube, Destruction Derby 2, NFS: High Stakes,* and a 360 block memory card. Write me and make an offer.

Eddy Prawiro
epraw206@hotmail.com
Description: I want to sell or trade *Suikoden, Soul Blade, Saga Frontier, Ridge Racer Revolution, Contra, Star Gladiator, Super Fighter II Turbo, Street Fighter EX + Alpha.* All of them for only $20 each and in great condition. I'd like to trade with any RPG that I don't have.

Brendan Anderson
Kuro Elf@aol.com
Description: I will sell all of these games, prices listed next to them. *Brave Fencer Musashi* (25$), *Command and Conquer: Red Alert* (20$), Gameshark with a lot of codes (30$), *Breath of Fire 3* (25$), and a Dual Shock Controller (15$). I will also trade any of those items for *Tekken 3, Magic the Gathering, and Alundra.* All of those games are in perfect condition, they all have there cases and instruction manuals with no cracks in the cases and no tears in the instructions. The Dual Shock is about a week old, only used three times.

Kenneth Cox
TigerHawk_12@excite.com
Description: I am selling the following the games: *Tomb Raider II* for at least 30 dollars, *Final Doom* for at least 15-20 dollars, and *Metal Gear Solid* for at least 35 dollars; all games are in good condition, and they are kept clean with a CD cleaner and they run just fine, and also willing to e-mail the cheats to you for only five dollars more to the price (does not include gameshark codes).

GET RID OF THOSE OLD GAMES!

If you'd like to place your own, totally free ad in PSM, just jot down your name, address and/or e-mail; tell us whether you're looking to trade, sell, or both; and give us a brief description of what you're offering or want. **Be sure to include your city and state.** Send all of that info to:

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c/o Imagine Media
150 North Hill Drive
Brisbane, California 94005

You can also send e-mail to:
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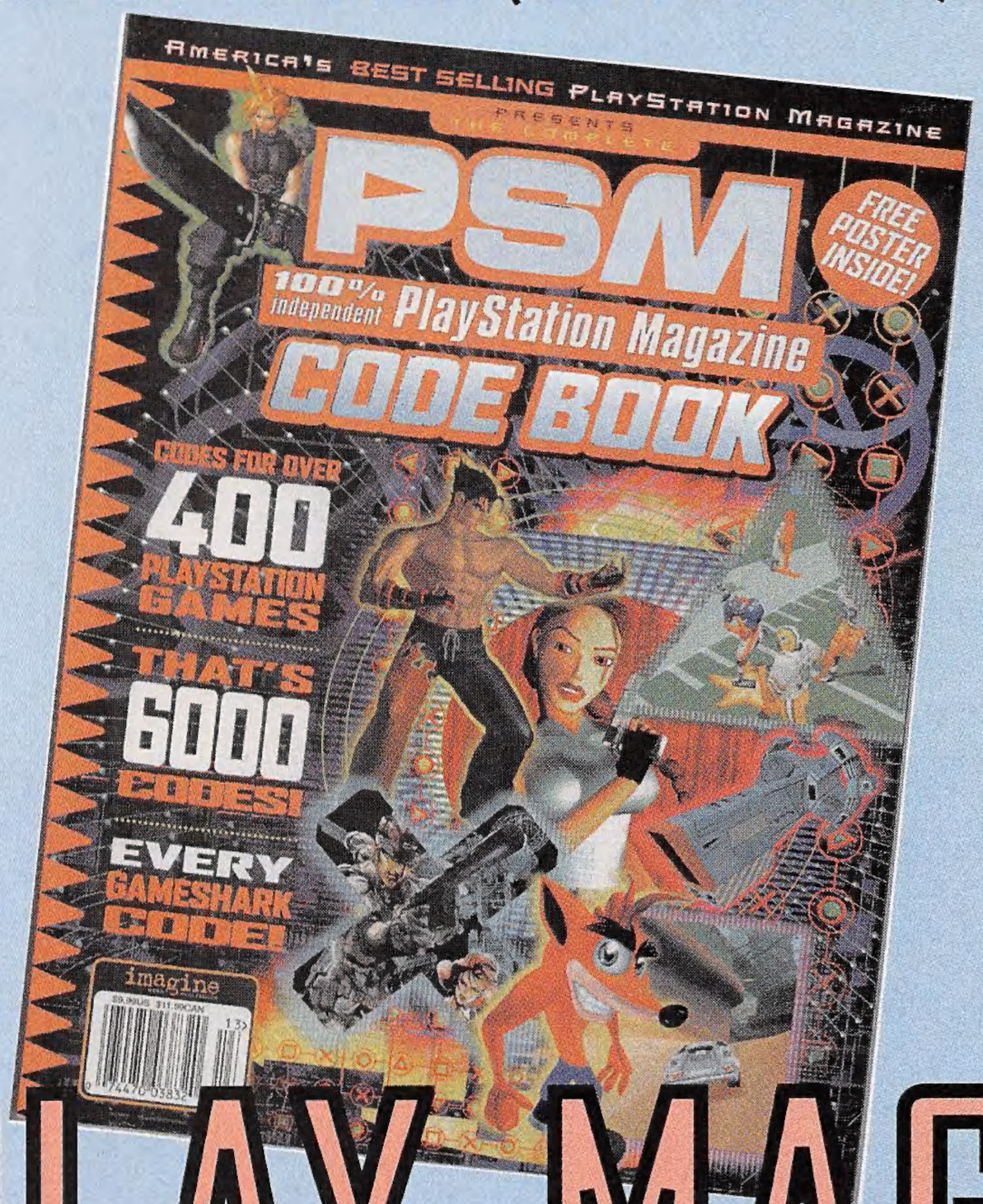

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The New PSM Hint Line!

Our New Years resolution was to continue to provide the best possible service to all of our loyal hint line callers. With that in mind, we've given the hint line a complete overhaul!

Out with the old...

1-900-773-4PSM

In with the new...

1-900-773-4PSM

1-900-773-4776

$1.49/minute, 18+ years, tt phone

The old number was a huge success, but the new 3.0 version is even easier to navigate, loaded with new codes, and has a couple of new menus that will blow your mind! So don't press that old '2' anymore, press '3'...

...and quit getting the codes they want you to have and get all the codes that ever existed!

Get The New Millenium Upgrade For Your Ears!

Download and Installation Information:

1. Struggle partially through any PlayStation video game.
2. Curse at the TV (optional).
3. Gently place the controller in a safe yet easily accessible location.
4. Pick up the phone.
5. Enter the new digits: 1-900-773-4776.
6. Enter the first letter in the title of your game.
7. Download the latest codes and strategies through your ear and into your brain.
8. Paper and pen may be required.

BOGENNVILLE, INC

Warning: unlike other upgrades, this one is an actual improvement to the previous version.

RESET

COMING NEXT MONTH IN ISSUE 30 OF PSM

MEGA HOT GAMES

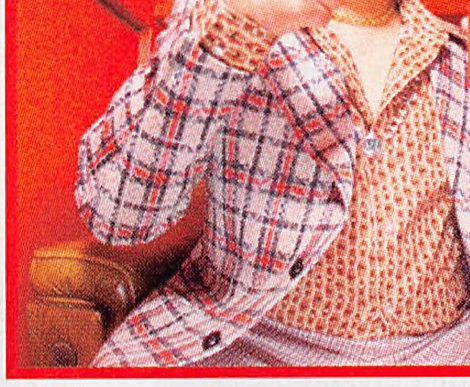
We've still got two hot end-of-the-year titles that have yet to come into our offices, namely *Tomb Raider: The Last Revelation* and *Gran Turismo 2*. These games are running way late, so we'll just be getting our eager paws on them. Also, we've got big plans for a special "mystery" game, so you'll have to be sure to check back for that — trust us, you DON'T want to miss it!

MORE PLAYSTATION

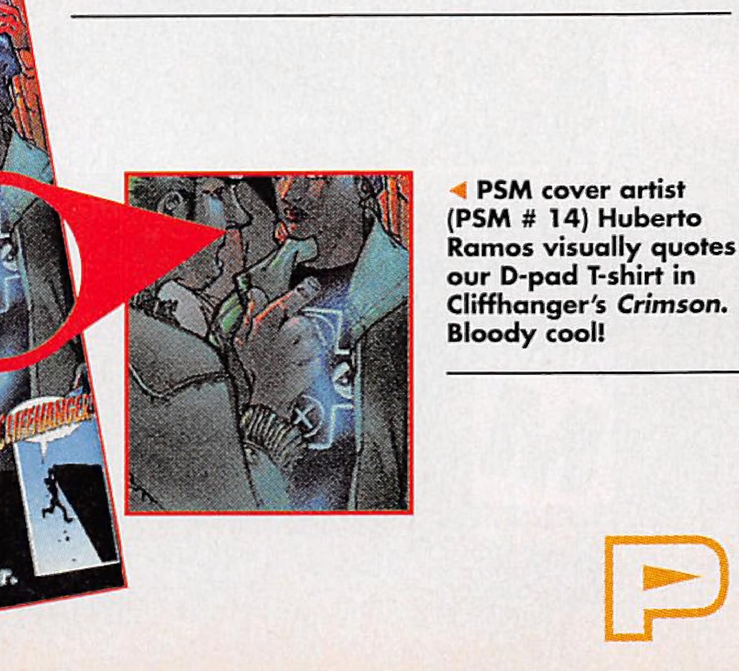
We pride ourselves in being the best place for up-to-the-minute PS2 coverage. We were the first to bring you pics of the unit and actual screens of the games, beating those other mags with our cover by a full month. Plus, we're still the only mag to give the PS2 its own section every issue, packed with all the latest games and info. We've got some very cool PS2 stuff lined up for next month, so be sure to check back!

BILL EATS A BUG

We're working on this one really hard, but we can't exactly promise anything just yet. So far, the pot's up to two grand, but Bill still won't commit to snacking on the tasty, protein-packed morsel. Will he or won't he? Find out in just 30 days! Of course, if Y2K has hit and you're reading this by candle light, a nice, crunchy bug might be looking good right now...



Here are some parting shots of the PSM staff doing what they do best—goofing off.

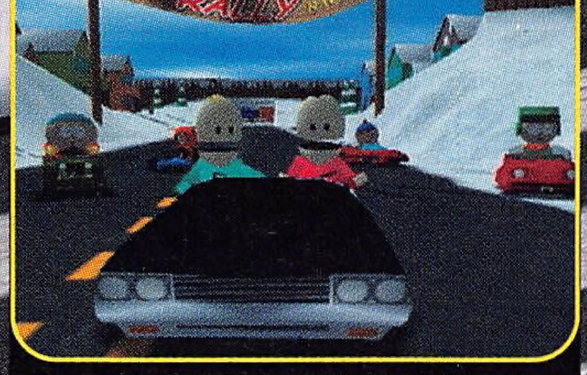


▲ Here's Eug "Disco Stu" Wang at photographer Aaron Lauer's Halloween bash. One more pattern in Eug's ensemble and your eyes woulda gone KABLAM!!!

▶ Here's Noah doing what he does best — putting scratches on records.

◀ PSM cover artist (PSM # 14) Huberto Ramos visually quotes our D-pad T-shirt in Cliffhanger's *Crimson*. Bloody cool!

SCREW YOU GUYS, I'M DRIVIN' HOME!



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FIGHTING FORCE 2™

You're alone on this mission, so credentials are all you've got to go on.

INTERPOL

SI-COPS

PROFILE #1635

NAME: Hawk Manson

OCCUPATION: Espionage Operative

SECURITY CLEARANCE: Ultra Magnum

FIELD OF OPERATIONS: Global

WEAPONS PROFICIENCY:
Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Flame Thrower
Crossbow
Axe

STRATEGIC INITIATIVES: Intercontinental Industrial
Nuclear Weapons Retraction
Bomb Diffusion
Timed Explosives Deployment
Top Secret Document Extracti

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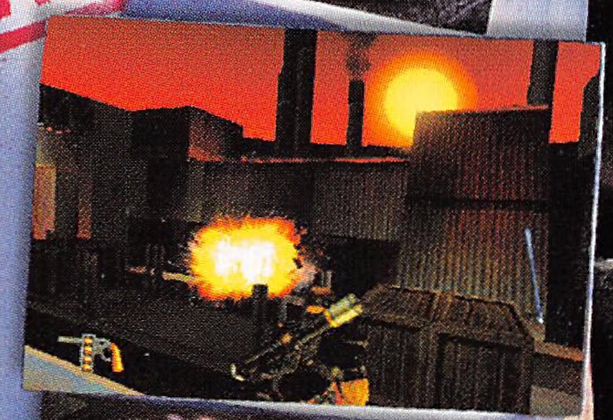
1) R. THUMB 2) R. INDEX 3) R. MIDDLE 4) R. RING

1) L. THUMB 2) L. INDEX 3) L. MIDDLE 4) L. RING



MANSON, HAWK

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. Your job as Hawk Manson, operative of the government espionage corps, SI-COPS, is to maneuver in and out of R&D installations on an all new 3D game engine. You've got an arsenal of hand-to-hand combat moves and equipment to the tune of 20+ new weapons. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

TEEN T™ CONTENT RATED BY ESRB

Sega Dreamcast™

CORE

PlayStation®

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